

8th Computer Science Chapter 6 Test

Sr	Questions	Answers Choice
1	Used for moving spites around the stage.	A. Looks Block B. Sound Block C. Motion Block D. Events Block
2	Which of the following items are in each scratch project.	A. Sprite B. Stage C. Script D. All of these
3	Art of writing instruction to tell a computer what to do is called.	A. Program B. Programming C. Block D. Scratch
4	A in the context of Scratch, is some block tha tperformssome task.	A. Loop B. Sitements C. Function D. Variables
5	Which of the following is not a textual computer langauge.	A. GW-Basic B. C++ C. C D. Scratch
6	Which of the following langauge is difficult to understnd and work with	A. C++ Language. B. GW-Basic Langauge. C. Scratch D. Machine Language
7	Used to change the values recordes in scratch.	A. Control Block B. Sound Block C. Variable Block D. Music Block
8	Scratchlanguage has been translated into more than..... different langauges.	A. 50 B. 60 C. 70 D. 80
9	A loop and a are combined in the repeat untill blk.	A. Formula B. Condition C. Sprite D. Variable
10	----- block is used for moving sprites around the stage.	A. Control B. Stage C. Motion D. Loop
11	A set of instructionis called.	A. Program B. Programming C. Block D. All of these
12	Which of the following is used to make a new block from scratch.	A. Sensing B. Control C. My blocks D. Variables
13	Which of the following is not a programming language.	A. Scratch B. Logo C. C++ D. B+-
14	Computer always understand commands written in...	A. Scratch B. Machine C. C++ D. GW-Basic
15	In programming, a function is a block of code that you may.... repeatedly rather than having to write it out several time.	A. Resue B. Print C. Destroys D. All of these

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- 16 A device or program that create a link between a user and computer is called.
A. Program
B. Programming
C. Sprites
D. Interface
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- 17 ----- is simply a computer making decisions based on the information given to it.
A. Programming
B. Artificial Intelligence
C. Program
D. Condition
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- 18 Scratch is created by the.....
A. MIT Media Lab
B. Intel
C. Del
D. Bell Labs
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- 19 A----- is something that must be true for something to happen
A. Loop
B. Condition
C. Statement
D. Loop
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- 20 In programming, a Boolean expression is an expression that is either true or.
A. True
B. Blank
C. Yes
D. False
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