Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area
2	The .... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
3	How do you add a block to the Scratch program.	A. Right click on the block B. Press Crtl+ Z C. Click and drag D. Click on Load
4	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
5	What category of the blck is used to check the specified condition in Scratch.	A. Even Block B. Look Block C. Control Block D. Motion Block
6	What is the result of bunding many programs together to perform a big task.	A. A program B. A physical component C. A software D. A computer language
7	What is the first step in developing a program.	A. Writing the program B. Analyzing the problem C. Designing the solution D. Documenting and maintaining the program
8	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs
9	What happens if a program contains a syntax error.	A. It runs correctly B. It crashes C. It has unintended results D. It has not effect
10	------- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
11	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer langauge D. A software with a sure interface.
12	The .... category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
13	What type of translator is needed for assembly language.	A. High -level language translator B. Intermediate language translator C. Assembler program D. Program constructs translator
14	A----------- is a set of instructions tha tar eused by the computer to perform a specific task.	A. Decision smaking B. Tasks C. Program D. Instructions
15	How cna we run the script in Scratch.	A. Click on the block in the Script Area B. Click on Load from the computer

		C. Click on save to computer D. Click on the file menu
16	What are programs translated in to by compilers and translators.	A. Data and images B. A user interface C. Machine languages D. A computer language
17	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
18	What is the variables blci category used for in Scratch.	A. Moving sprit B. Creating variables C. Controlling script flow D. Playing sounds
19	What does the change size by block do int he looks block category.	A. Changes the size of the sprite by a given amount B. Displays text in a thought bubble C. Makes the sprite disppear D. Plays a sound and waits for it to finish
20	What is a variable in programming.	A. A constant value B. A syntax rule C. A memory location with a name D. A changeable value