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	What is the purpose fo an assembler in assembly programming languages.	A. To translate the code into machine language B. To run the program C. To stor the program D. To debug the program
3	Who introduced the idea of internally stored programs in computers.	A. John von Neumann B. Bill Gates C. Steve jobs D. Mark Zuckerberg
4	What is the significance of programming skills for students.	A. To become digital consumers B. To maximize technology investments C. To trobleshoot automation tools D. None of the above
5	The .... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
6	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
7	The .... category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
8	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.
9	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
10	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
11	A------- is a value that remains consistent durng the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
12	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
13	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
14	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
		A. Data and images

15	What are programs translated in to by compilers and translators.	B. A user interface C. Machine languages D. A computer language
16	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs
17	You can open the previously saved program from the computer by clicking on the....... menu.	A. View B. Edit C. File D. Save
18	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
19	What does the Sprite List in Scratch show.	A. X and Y coordinates B. Script blocks C. Used sprites D. Stage background
20	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