

Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	----- is the process to test the software to eliminate the errors in it.	A. Problem solving B. Updating C. Developing D. Debugging
2	What are instructions given to the computer called?	A. Algorithms B. Documentation C. Flowcharts D. Programs
3	What is Scratch used for?	A. Animations B. Stories C. Interactive Games D. All of the above
4	What category of the block is used to check the specified condition in Scratch?	A. Even Block B. Look Block C. Control Block D. Motion Block
5	A----- is a value that remains consistent during the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
6	What are programs translated into by compilers and translators?	A. Data and images B. A user interface C. Machine languages D. A computer language
7	What is the significance of programming skills for students?	A. To become digital consumers B. To maximize technology investments C. To troubleshoot automation tools D. None of the above
8	Who introduced the idea of internally stored programs in computers?	A. John von Neumann B. Bill Gates C. Steve Jobs D. Mark Zuckerberg
9	What is the Look block category used for in Scratch?	A. Moving sprite B. Changing sprite appearance C. Controlling script flow D. Playing sounds
10	The character in Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
11	What is the result of bundling many programs together to perform a big task?	A. A program B. A physical component C. A software D. A computer language
12	How can 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
13	What is the purpose of an assembler in assembly programming languages?	A. To translate the code into machine language B. To run the program C. To store the program D. To debug the program
14	How do you add a block to the Scratch program?	A. Right click on the block B. Press Ctrl+ Z C. Click and drag D. Click on Load
		A. Stage

15	What is the default character called in Scratch	B. Sprites C. X and Y D. Script Area
16	What does the variables category in Scratch contain.	A. Blocks for sprite looks B. Blocks for sprite movement C. Block for variable creating and use D. Blocks for sprite detection
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 show block do.	A. Make the sprite disappear B. Makes the sprite appear on the stage C. Make the sprite change color D. None of the above
19	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer language D. A software with a user interface.
20	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