

Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	The is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
2	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
3	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area
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	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
6	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
7	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
8	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
9	What are programs translated in to by compilers and translators.	A. Data and imagesB. A user interfaceC. Machine languagesD. A computer language
10	What is the variables blci category used for in Scratch.	A. Moving spritB. Creating variablesC. Controlling script flowD. Playing sounds
11	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs
12	What does the show blck do.	A. Make the sprite disappear B. Makes the sprite appear on the stage C. Make the sprite chagne color D. None of the above
13	A is a set of instructions that ar eused by the computer to perform a specific task.	A. Decision smaking B. Tasks C. Program D. Instructions
14	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.
		A. Changes the size of the sprite by a given amount

15	What does the change size by block do int he looks block category.	B. Displays text in a thought bubble C. Makes the sprite disppear D. Plays a sound and waits for it to finish
16	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
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	is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
19	The category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
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