

Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	What is a program.	<p>A. A set of instructions to perform a specific task</p> <p>B. A collection of data and images</p> <p>C. A computer language</p> <p>D. A software with a sure interface.</p>
2	What category of the blk is used to check the specified condition in Scratch.	<p>A. Even Block</p> <p>B. Look Block</p> <p>C. Control Block</p> <p>D. Motion Block</p>
3	A----- is a value that remains consistent during the execution of a program.	<p>A. Numbers</p> <p>B. Variable</p> <p>C. Constant</p> <p>D. Algorithm</p>
4	What is the Looks blk category used for in Scratch.	<p>A. Moving sprite</p> <p>B. Changing sprite appearance</p> <p>C. Controlling script flow</p> <p>D. Playing sounds</p>
5	Who introduced the idea of internally stored programs in computers.	<p>A. John von Neumann</p> <p>B. Bill Gates</p> <p>C. Steve Jobs</p> <p>D. Mark Zuckerberg</p>
6	What are instructions given to the computer called?	<p>A. Algorithms</p> <p>B. Documentation</p> <p>C. Flowcharts</p> <p>D. Programs</p>
7	What type of translator is needed for assembly language.	<p>A. High-level language translator</p> <p>B. Intermediate language translator</p> <p>C. Assembler program</p> <p>D. Program constructs translator</p>
8	What is the purpose of an assembler in assembly programming languages.	<p>A. To translate the code into machine language</p> <p>B. To run the program</p> <p>C. To store the program</p> <p>D. To debug the program</p>
9	What does the Sprite List in Scratch show.	<p>A. X and Y coordinates</p> <p>B. Script blocks</p> <p>C. Used sprites</p> <p>D. Stage background</p>
10	What is Scratch used for.	<p>A. Animations</p> <p>B. Stories</p> <p>C. Interactive Games</p> <p>D. All of the above</p>
11	The is where we create the program in Scratch.	<p>A. Sprite list</p> <p>B. Block palette</p> <p>C. Script area</p> <p>D. Stage</p>
12	What is the first step in developing a program.	<p>A. Writing the program</p> <p>B. Analyzing the problem</p> <p>C. Designing the solution</p> <p>D. Documenting and maintaining the program</p>
13	What are programs translated into by compilers and translators.	<p>A. Data and images</p> <p>B. A user interface</p> <p>C. Machine languages</p> <p>D. A computer language</p>
14 is a visual programming software.	<p>A. Word</p> <p>B. Excel</p> <p>C. Scratch</p> <p>D. Microsoft Windows</p>
		<p>A. Make the sprite disappear</p>

15	What does the show block do.	B. Makes the sprite appear on the stage C. Make the sprite change color D. None of the above
16	The character in Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
17	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
18	You can open the previously saved program from the computer by clicking on the..... menu.	A. View B. Edit C. File D. Save
19	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
20	A----- is a set of instructions that are used by the computer to perform a specific task.	A. Decision making B. Tasks C. Program D. Instructions