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	You can open the previously saved program from the computer by clicking on the....... menu.	A. View B. Edit C. File D. Save
3	What is the variables blci category used for in Scratch.	A. Moving sprit B. Creating variables C. Controlling script flow D. Playing sounds
4	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
5	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
6	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
7	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
8	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
9	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
10	The .... category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
11	The .... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
12	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
13	Who introduced the idea of internally stored programs in computers.	A. John von Neumann B. Bill Gates C. Steve jobs D. Mark Zuckerberg
14	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
15	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

16	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
17	What does the varibles category in Scratch contain.	A. Bocks for sprite looks B. Blocks for sprite movemnt C. Block fo variable creating and use D. Blocks for sprite detection
18	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
19	What does the Sprite List in Scratch show.	A. X and Y coordinates B. Script blocks C. Used sprites D. Stage background
20	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