

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 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
3	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
4	The character in Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
5	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
6	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
7	Who introduced the idea of internally stored programs in computers.	A. John von Neumann B. Bill Gates C. Steve Jobs D. Mark Zuckerberg
8	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
9	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
10	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
11	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
12	What is the variables block category used for in Scratch.	A. Moving sprite B. Creating variables C. Controlling script flow D. Playing sounds
13	----- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsoft Windows
14	What are programs translated into by compilers and translators.	A. Data and images B. A user interface C. Machine languages D. A computer language
15	The is where we create the program in Scratch.	A. Sprite list B. Block palette C. Script area D. ?

		D. Stage
16	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
17	What are instructions given to the computer called?	A. Algorithms B. Documentation C. Flowcharts D. Programs
18	A----- is a value that remains consistent during the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
19	You can open the previously saved program from the computer by clicking on the..... menu.	A. View B. Edit C. File D. Save
20	What does the change size by block do in the 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 disappear D. Plays a sound and waits for it to finish