Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	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
2	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
3	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
4	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
5	You can open the previously saved program from the computer by clicking on the....... menu.	A. View B. Edit C. File D. Save
6	The .... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
7	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
8	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
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	------- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
11	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
12	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
13	--------------- is the process to test the software to eliminae the errors in it.	A. Problem solving B. Updating C. Developing D. Debugging
14	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs
		A. Click on the block in the Script

15	How cna we run the script in Scratch.	Area B. Click on Load from the computer C. Click on save to computer D. Click on the file menu
16	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
17	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
18	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.
19	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
20	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