

Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	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
2	What does the Sprite List in Scratch show.	A. X and Y coordinates B. Script blocks C. Used sprites D. Stage background
3	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
4	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
5	A----- is a value that remains consistent during the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
6	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
7	The category in scratch has blocks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
8	What is the purpose of an assembler in assembly programming languages.	A. To translate the code into machine language B. To run the program C. To store the program D. To debug the program
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 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
11	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer language D. A software with a user interface.
12	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
13	What happens if a program contains a syntax error.	A. It runs correctly B. It crashes C. It has unintended results D. It has no effect
14	----- is a visual programming software.	A. Word B. Excel C. Scratch D.

15	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
16	The is where we create the program in scratch.	A. Sprite list B. Block paletter C. Script area D. Stage
17	What does the variables 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	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
19	What is he Looks blk category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
20	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area