

## Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	What is the characteristic of an algorithm that states that each step must be clear and lead to only one meaning.	<p>A. Clear and unambiguous</p> <p>B. Well-defined inputs</p> <p>C. Well -defined outputs</p> <p>D. Feasible</p>
2	Which of the following is not a cornerstone of Computational Thinking?	<p>A. Decomposition</p> <p>B. Pattern recognition</p> <p>C. Generalization and Abstraction</p> <p>D. Probability calculation</p>
3	Which step involves breaking down complex problems into smaller parts.	<p>A. Decomposition</p> <p>B. Pattern recognition</p> <p>C. Generalization and Abstraction</p> <p>D. Algorithm Design</p>
4	The loops which have to be terminated are called.	<p>A. Infinite loops</p> <p>B. Simple loops</p> <p>C. Intermediate loops</p> <p>D. Finite loops</p>
5	What is the disadvantage of using a flowchart.	<p>A. Easy to understand</p> <p>B. Difficult to modify</p> <p>C. Time saving</p> <p>D. Easy to understand for people who don't know flowchart symbols</p>
6	The loops which have to be terminated are called.	<p>A. Infinite loops</p> <p>B. Finite loops</p> <p>C. Simple loops</p> <p>D. Intermediate loops</p>
7	The sequence where we repeat a specific set of instructions, again and again, is called.	<p>A. Condition</p> <p>B. Sequence</p> <p>C. Loop</p> <p>D. All</p>
8	Which does the diamond symbol represent in a flowchart.	<p>A. Input/Output</p> <p>B. Arrow</p> <p>C. Terminal</p> <p>D. Decision</p>
9	What are the prerequisites for writing an algorithm	<p>A. A clear problem definition/ input and output</p> <p>B. A problem with no constraints or limitations</p> <p>C. Input with multiple characters</p> <p>D. A problem with no clear solution</p>
10	Which of the following is an example of computational thinking	<p>A. Recipe to bake a cake</p> <p>B. Rending a bicycle</p> <p>C. Listening to music</p> <p>D. Painting a picture</p>
11	Which feature in Scratch is used for infinite loops in which an object will repeat its action forever.	<p>A. Loop forever</p> <p>B. Forever loop</p> <p>C. Infinite repeat</p> <p>D. Repeat forever</p>
12	The algorithm which goes through all possible solutions until the required solution is found is.	<p>A. Recursive Algorithm</p> <p>B. Search algorithm</p> <p>C. Brute force algorithm</p> <p>D. Sort algorithm</p>
13	What is the efficiency of a solution based on in terms of the given parameters.	<p>A. Numbers of lines of code</p> <p>B. amount of memory available</p> <p>C. Number of steps executed</p> <p>D. Complexity of the solution</p>
14	Set of instructions to solve a problem is called.	<p>A. Directions</p> <p>B. Algorithm</p> <p>C. Instructions</p> <p>D. Design</p>
		A. Finite loop

15	Which type of loop stops when the condition is false	B. Infinite loop C. Sequence loop D. Recursive loop
16	Which type of loop has an explicit end and executes its bodies a fixed number of times.	A. Finite loop B. Infinite loop C. Sequence loop D. Recursive loop
17	What is the type of algorithm that uses a random number to decide the expected outcome.	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Randomized algorithm
18	What the purpose of arrow in a flowchart.	A. To link different processes in the flowchart B. To indicate the start and stop points C. To represent input or output D. To indicate the direction of flow within the same process
19	Which type of algorithm goes through all possible solutions until the required solution is found?	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Divide and conquer algorithm
20	Which of the following is not a rule for drawing flowcharts.	A. Use conventional flowchart symbols B. Label all flow lines C. Every flowchart must have start and endpoints D. Flow lines can cross each other