## Computer Science 7th Class Chapter 3 Online Test

| Sr | Questions | Answers Choice |
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| 1 | Whicht feature in Scratch is used for infinite loops in which an object wil repeat its action forever. | A. Loop forever<br>B. Forever loop<br>C. Infinite repeat<br>D. Repeat forever |
| 2 | The loops which hae to be terminated are called. | A. Infinite loops<br>B. Simple loops<br>C. Intermediate loops<br>D. Finite loops |
| 3 | What are the prerequisites for writing an algorithm | A. A clear prblem definitionl input and output<br>B. A broblem with no constracints or limitations<br>C. Input with multipel characters<br>D. A problem with no clear solution |
| 4 | What is the efficiency of a solution based on in terms of the given paremeters. | A. Numbers of lines of code<br>B. amount of memory available<br>C. Number of steps executed<br>D. Complexity of the solution |
| 5 | The loops which have to be terminated are called. | A. Infinite loops<br>B. Finite loops<br>C. Simple loops<br>D. INermediate loops |
| 6 | What is the characteristic of an algorithm that states that each step must be clear and lead to only one measning. | A. Clear and unambiguous<br>B. Well-defined imputs<br>C. Well -defined outputs<br>D. Feasible |
| 7 | Which does the diamond symbol represent in a flowchart. | A. Input/Output<br>B. Arrow<br>C. Terminal<br>D. Decision |
| 8 | Which of the following is an example of coputations thingking | A. Recipe to bake a cake<br>B. Reding a bicycle<br>C. Listening to music<br>D. Painting a picture |
| 9 | What the purpose of arrow in a flowchart. | A. To link different processes in the flowchart<br>B. To indicate the start and stop points<br>C. To represent input or output<br>D. To indicate the direction of flow within the same process |
| 10 | Which type of loop stops when the condition is false | A. Finite loop<br>B. Infinitie loop<br>C. Sequence loop<br>D. Rcursive loop |
| 11 | Which symbol represents the start or stop point in a flowcart. | A. Arrow<br>B. Terminal<br>C. Decision<br>D. Input/Output |
| 12 | Breaking down a problem into sub-problems is called. | A. Generalization<br>B. Doconstruction<br>C. Design<br>D. Pattern Recognition |
| 13 | What is the tpe of algorithm that uses a random numebr to decide the expected outcome. | A. Brute force algorihm<br>B. Recursive algorithm<br>C. Sorting algorithm<br>D. Randomized algorithm |
| 14 | What is the first step in solving a problem with an algorighm. | A. Desingning the algorithm<br>B. Fulfilling the prerequisites<br>C. Implementing the algorithm<br>D. Testing the algorithm |

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| 15 | Which step involves breaking down complex prblems into smaller parts. | A. Decompostion<br>B. Pattern recongnition<br>C. Generalization and Abstraction<br>D. Algorithm Design |
| 16 | What is the purpose of the "Mod"% in programming. | A. To add two integers<br>B. To multiply two integers<br>C. To take the remainder of an integer<br>D. To divide two integers |
| 17 | Whcih step involves creating a set of instructions to solve a sprblem. | A. Decomposition<br>B. Algorithm Design<br>C. Generalization and Abstraction<br>D. Pattern recongnition |
| 18 | The loops which are never going to end are called. | A. Finite loops<br>B. Infinite loops<br>C. Intermediate loops<br>D. Simple loops |
| 19 | Which of the following is not a cornerstone of Computatonal Thingking? | A. Decomposition<br>B. Pattern reongnition<br>C. Generalization and Abstraction<br>D. Probability calculation |
| 20 | Set of instructions to solve a problem is called. | A. Directions<br>B. Algorithm<br>C. Instructions<br>D. Design |