Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	What are the prerequisites for writing an algorithm	A. A clear prblem definitionl input and output B. A broblem with no constracints or limitations C. Input with multipel characters D. A problem with no clear solution
2	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
3	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
4	Whih of the followign 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 cna cross each other
5	What is the first step in solving a problem with an algorighm.	A. Desingning the algorithm B. Fulfilling the prerequisites C. Implementing the algorithm D. Testing the algorithm
6	What is the disadvantage of using a flowchart.	A. Easy to understand B. Difficult to modify C. Time saving D. Easy to understand for people who don't know flowchart symbols
7	Which strcuture executes a statement or set of statements only if the condition in true.	A. Sequence strcuture B. Selection strcuture C. Conditinal structure D. Repetition structure
8	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
9	Whicht feature in Scratch is used for infinite loops in which an object wil repeat its action forever.	A. Loop forever B. Forever loop C. Infinite repeat D. Repeat forever
10	Which of the following is an example of coputations thingking	A. Recipe to bake a cake B. Reding a bicycle C. Listening to music D. Painting a picture
11	What is Computational Thinking.	A. Problem -solving skills and techniques B. Solving problems using computers C. Breaking down problems into smaller parts D. Recognizing patterms in images
12	Which type of loop stops when the condition is false	A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop
13	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
14	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops

		D. Simple loops
15	What is the purpose of the "Mod"% in programming.	A. To add two integers B. To multiply two integers C. To take the remainder of an integer D. To divide two integers
16	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation
17	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
18	Discover the principles that caue the patterns of a problem is called.	A. Generalization B. Design C. pattern Recognition D. Deconstruction
19	The algorithm which goes through al possible solutions untill the required soultionin found is.	A. Recursive Algorithm B. Searchign algorithm C. Brute force algorithm D. Sortig algorithm
20	Which tpe of algorithm goes through all possible solutions untill the required solution is found?	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Divide and conuer algorithm