Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
2	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
3	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
4	Which tye 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
5	Which type of loop stops when the condition is false	A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop
6	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
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	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 B. Well-defined imputs C. Well -defined outputs D. Feasible
9	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
10	What is the tpe of algorithm that uses a random numebr to decide the expected outcome.	A. Brute force algorihm B. Recursive algorithm C. Sorting algorithm D. Randomized algorithm
11	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
12	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
13	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
14	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
15	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
16	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
17	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
18	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
19	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
20	Which symbol represents a process in a flochart.	A. Terminal B. Arrow C. Action/Process D. Decision