

## Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	The loops which have to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
2	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
3	Which step involves creating a set of instructions to solve a problem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recognition
4	What is the characteristic of an algorithm that states that each step must be clear and lead to only one meaning.	A. Clear and unambiguous B. Well-defined inputs C. Well-defined outputs D. Feasible
5	What is Computational Thinking.	A. Problem-solving skills and techniques B. Solving problems using computers C. Breaking down problems into smaller parts D. Recognizing patterns in images
6	Which of the following is an example of computational thinking	A. Recipe to bake a cake B. Rending a bicycle C. Listening to music D. Painting a picture
7	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
8	Which step involves breaking down complex problems into smaller parts.	A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Algorithm Design
9	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
10	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
11	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
12	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. Intermediate loops
13	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
14	Which of the following is not a cornerstone of Computational Thinking?	A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Probability calculation

15	Which feature in Scratch is used for infinite loops in which an object will repeat its action forever.	A. Loop forever B. Forever loop C. Infinite repeat D. Repeat forever
16	Which symbol represents the start or stop point in a flowchart.	A. Arrow B. Terminal C. Decision D. Input/Output
17	What are the prerequisites for writing an algorithm	A. A clear problem definition, input and output B. A problem with no constraints or limitations C. Input with multiple characters D. A problem with no clear solution
18	Discover the principles that cause the patterns of a problem is called.	A. Generalization B. Design C. pattern Recognition D. Deconstruction
19	Which symbol represents a process in a flowchart.	A. Terminal B. Arrow C. Action/Process D. Decision
20	Which type of loop stops when the condition is false	A. Finite loop B. Infinite loop C. Sequence loop D. Recursive loop