

Computer Science 7th Class Chapter 3 Online Test

| Sr | Questions | Answers Choice |
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| 1 | Which symbol represents a process in a flochart. | A. Terminal B. Arrow C. Action/Process D. Decision |
| 2 | 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 |
| 3 | 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 |
| 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 does the diamond symbol represent in a flowchart. | A. Input/Output B. Arrow C. Terminal D. Decision |
| 6 | Which type of loop stops when the condition is false | A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop |
| 7 | 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 |
| 8 | The loops which have to be terminated are called. | A. Infinite loops B. Finite loops C. Simple loops D. INtermediate loops |
| 9 | The algorithm which goes through al possible solutions untill the required souldtionin found is. | A. Recursive Algorithm B. Searchign algorithm C. Brute force algorithm D. Sortig algorithm |
| 10 | Discover the principles that caue the patterns of a problem is called. | A. Generalization B. Design C. pattern Recognition D. Deconstruction |
| 11 | 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 |
| 12 | Which symbol represents the start or stop point in a flowcart. | A. Arrow B. Terminal C. Decision D. Input/Output |
| 13 | What are the prerequisites for writing an algorithm | A. A clear prblem definitionI input and output B. A problem with no constracints or limitations C. Input with multipel characters D. A problem with no clear solution |
| 14 | 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 |

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| 15 | Set of instructions to solve a problem is called. | A. Directions B. Algorithm C. Instructions D. Design |
| 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 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 |
| 18 | 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 |
| 19 | Breaking down a problem into sub-problems is called. | A. Generalization B. Deconstruction C. Design D. Pattern Recognition |
| 20 | Which step involves breaking down complex prblems into smaller parts. | A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Algorithm Design |