

Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	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
2	What is the first step in solving a problem with an algorithm.	A. Designing the algorithm B. Fulfilling the prerequisites C. Implementing the algorithm D. Testing the algorithm
3	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. Intermediate loops
4	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
5	Breaking down a problem into sub-problems is called.	A. Generalization B. Deconstruction C. Design D. Pattern Recognition
6	Which type of loop stops when the condition is false	A. Finite loop B. Infinite loop C. Sequence loop D. Recursive loop
7	Which step involves breaking down complex problems into smaller parts.	A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Algorithm Design
8	Which symbol represents a process in a flowchart.	A. Terminal B. Arrow C. Action/Process D. Decision
9	The loops which have to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
10	Discover the principles that cause the patterns of a problem is called.	A. Generalization B. Design C. Pattern Recognition D. Deconstruction
11	Which of the following is an example of computational thinking	A. Recipe to bake a cake B. Riding a bicycle C. Listening to music D. Painting a picture
12	Which of the following is not a cornerstone of Computational Thinking?	A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Probability calculation
13	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
14	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

15	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
16	What is the efficiency of a solution based on in terms of the given paremeters.	A. Numbers of lines of code B. amount of memory available C. Number of steps executed D. Complexity of the solution
17	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision D. Input/Output
18	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 inputs C. Well -defined outputs D. Feasible
19	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
20	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