

## Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	----- bits together make, what we call a "byte" of the data.	A. 6 B. 7 <b>C. 8</b> D. 9
2	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
3	What is the most basic funtion in any game.	A. Movement B. Sound effects C. Graphics D. Storyline
4	How many bits make up a byte of data.	A. 2 B. 4 <b>C. 8</b> D. 16
5	Who refined the binary number system in the 17th century.	A. Isaac Newton B. Albert Einstein C. Galileo Galilei <b>D. Gottfried Leibniz</b>
6	What is the X-Y method used for in Scratch.	A. To create a timer B. To create a variable <b>C. To allow the user to move a sprite using arrow keys</b> D. To create a sound effect
7	What is the full form of ASCII.	A. American Standard Code for International Interchange. <b>B. American Standard Code for Information Interchange</b> C. American Standard Code for Information Technology D. American Standard Code for Internet Interchange.
8	What is the first step in making a sprite move.	A. Select a sprite B. Create a new project C. Add a background image D. Write the script
9	What is Scratch.	A. A programming software B. A video game C. A mobile app D. A social media platform
10	How are numbers represented in computers.	A. Using electronic switches B. Using analog signals C. Using mechanical switches D. Using hydraulic signals
11	How many cardinal directions can a sprite move in Scratch.	A. 2 B. 3 <b>C. 4</b> D. 5
12	How many bytes make up a geop Byte.	A. 1024 B. 1048576 <b>C. 1099511627776</b> D. 1073741824
13	What color are motion blocks in scratch.	A. Blur B. Red C. Green D. Yellow
14	What makes it possible to develop applications that enable users to do every task.	A. Binary number system B. Decimal number system C. Octal number system D. Hexadecimal number system

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15 How many bytes are there in a kilobyte.  
A. 1000  
B. 1024  
C. 2048  
D. 512

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16 ----- are represented in the computer using 8-bit numbers.  
A. Numbers  
B. Letters  
C. Images  
D. Colors

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17 ----- are made up of pixels.  
A. Binary numbers  
B. Decimals  
C. Programs  
D. Digital images

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18 In computer information is stored using which codes.  
A. Ternary codes  
B. Binary codes  
C. Decimal codes  
D. Ocal codes

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19 What is the purpose of the step method in scratch.  
A. To turn the sprite around while it moves  
B. To change the background color  
C. To create a new sprite  
D. To add sound effect

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20 What is the decimal equivalent of the binary number 1011  
A. 6  
B. 8  
C. 9  
D. 11

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