

## Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	How many characters can ASCII represent.	A. 128 B. 256 C. 512 D. 1024
2	How many important variable blocks are there in Scratch.	A. One B. Two C. Three D. Four
3	What are digital images made up of.	A. Pixels B. Vectors C. Lines D. Points
4	How many Brosto bytes make up a geop Byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
5	What is the purpose of the stage in Scratch.	A. To display the program as it runs B. To add new sprites to the project C. To modify the program code D. To change the background color
6	What is the purpose of the step method in scratch.	A. To turn the sprite around while it moves B. To change the back ground color C. To create a new sprite D. To add sound effect
7	What color are motion blocks in scratch.	A. Blur B. Red C. Green D. Yellow
8	What is the least significant bit in a binary number.	A. The bit to the extreme left B. The bit to the extreme right C. The middle bit D. It depends on the number
9	What is the purpose of duplicating and editing code in Scratch.	A. To create a new sprite B. To change the back ground color C. To allow a sprite to move in different directions D. To add sound effects
10	What is another name for electronic switches in computers.	A. Bytes B. Decimals C. Ternaries D. Bits
11	How are numbers represented in computers.	A. Using electronic switches B. Using analog signals C. Using mechanical switches D. Using hydraulic signals
12	What is the most basic function in any game.	A. Movement B. Sound effects C. Graphics D. Storyline
13	The term ..... also refers to any digital encoding system in which there are exactly two possible states.	A. Digital B. Binary C. Python D. Programming
14	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
15	Which block is used to work with loops in scratch.	A. Repeat loop B. Point -in-direction C. Forever loop

		D. Move ten steps
16	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
17	How many bits make up a byte of data.	A. 2 B. 4 C. 8 D. 16
18	Which block specifies different directions for a sprite to move in Scratch.	A. Move ten steps B. Point-in-direction C. Forever loop D. Repeat loop
19	How many numbers can be represented with just two digits.?	A. 10 B. 2 C. 16 D. 20
20	How many bits are there in a byte of data.	A. 4 B. 8 C. 16 D. 32