

Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	----- are made up of pixels.	A. Binary numbers B. Decimals C. Programs D. Digital images
2	What is the purpose of the delay block in scratch.	A. To add a sound effect B. To change the back ground colour C. To create a timer D. To slow down the program execution
3	How many bytes are there in a kilobyte.	A. 1000 B. 1024 C. 2048 D. 512
4	----- are represented in the computer using 8-bit numbers.	A. Numbers B. Letters C. Images D. Colors
5	What is the purpose of the timer in Scratch.	A. To create a variable B. To change the background color C. To display the program as it runs D. To measure time
6	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
7	What is the most commonly known number system.	A. Binary number system B. Decimal number system C. Octal number system D. Hexadecimal number system
8	The decimal number system is a number system that represents a number with a base of.....	A. 2 B. 3 C. 5 D. 10
9	What is the most 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
10	Which block is used to work with loops in scratch.	A. Repeat loop B. Point -in-direction C. Forever loop D. Move ten steps
11	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
12	Who refined the binary number system in the 17th century.	A. Isaac Newton B. Albert Einstein C. Galileo Galilei D. Gottfried Leibniz
13	What are digital images made up of.	A. Pixels B. Vectors C. Lines D. Points
14	How many bits make up a byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
15	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

16	Where do you add script blocks in Scratch.	A. Stage area B. Block categories C. Script area D. Sprite list
17	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
18	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
19	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
20	What is the full form of ASCII.	A. American Standard Code for International Interchange. B. American Standard Code for Information Interchange C. American Standard Code for Information Technology D. American Standard Code for Internet Interchange.