# Computer Science 7th Class Chapter 4 Online Test

| Sr | Questions | Answers Choice |
|---|---|---|
| 1 | How many Brosto bytes make up a geop Byte. | A. 1024<br>B. 1048576<br>C. 1099511627776<br>D. 1073741824 |
| 2 | How are numbers represnted in computers. | A. Using electronic switches<br>B. Using analog singals<br>C. Using mechanical switches<br>D. Using hydrulic signals |
| 3 | What is the X-Y method used fo in Scratch. | A. To create a timer<br>B. To create a variable<br>C. To allow the user to move a sprite using arrow keys<br>D. To create a sound effect |
| 4 | What is the purpose of the delay block in scratch. | A. To add a sound effect<br>B. To change the back ground colour<br>C. To create a timer<br>D. To slow down the program execution |
| 5 | How many cardinal directions can a sprite move in Scratch. | A. 2<br>B. 3<br>C. 4<br>D. 5 |
| 6 | Which block specifices different directions for a sprite to move in Scratch. | A. Move ten steps<br>B. Point -in- direction<br>C. Forever loop<br>D. Repeat loop |
| 7 | How many numbes can be represnted wih just two digits.? | A. 10<br>B. 2<br>C. 16<br>D. 20 |
| 8 | What is the purpose of the step method is scratch. | A. To turn the sprite around while it moves<br>B. To change the back ground color<br>C. To create a new sprite<br>D. To add sound effect |
| 9 | Who reflned the binary number system in the 17th cenury. | A. Isaac Newton<br>B. Albert Einstein<br>C. Galleo Calilei<br>D. Gottfried Leibniz |
| 10 | What is the purpose of duplicating and editing code in Scratch. | A. To creae a new sprite<br>B. To change the back ground color<br>C. To allow a sprite to move in different directions<br>D. To add sound effects |
| 11 | How many important variable blcks are there in Scratch. | A. One<br>B. Two<br>C. Three<br>D. Four |
| 12 | The best way to remember a value when designing the program is to use a. | A. Variable<br>B. Value<br>C. Number<br>D. Sound |
| 13 | Where do you add script blocks in Scratch. | A. Stage area<br>B. Block categories<br>C. Script area<br>D. Sprite list |
| 14 | Which block is used to work with loops in scratch. | A. Repeat loop<br>B. Point -in-direction<br>C. Forever loop<br>D. Move ten steps |

| | | |
|---|---|---|
| 15 | What is the purpose of the timer in Scractch. | A. To creae a variable<br>B. To chagne the background color<br>C. To display the program as it runs<br>D. To measure time |
| 16 | What color are motion blocks in scratch. | A. Blur<br>B. Red<br>C. Green<br>D. Yellow |
| 17 | How many characters can ASCII represent. | A. 128<br>B. 256<br>C. 512<br>D. 1024 |
| 18 | ---------- bits together make, what we call a "byte" of the data. | A. 6<br>B. 7<br>C. 8<br>D. 9 |
| 19 | What is the first step in making a sprite move. | A. Select a sprite<br>B. Create a new project<br>C. Add a background image<br>D. Write the script |
| 20 | In computer Information is stored using which codes. | A. Termary codes<br>B. Binary codes<br>C. Decimal codes<br>D. Ocal codes |