Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	What is the purpose of the timer in Scractch.	A. To creae a variable B. To chagne the background color C. To display the program as it runs D. To measure time
2	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
3	What is the purpose of duplicating and editing code in Scratch.	A. To creae 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
4	How many Brosto bytes make up a geop Byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
5	What is Scratch.	A. A programmming software B. A video game C. A mobile app D. A social media platform
6	What is the purpose of the step method is 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	How many symbols are used in the decimal number system.	A. 8 B. 10 C. 12 D. 16
8	How many bytes are threre in a kilobyte.	A. 1000 B. 1024 C. 2048 D. 512
9	Which block specifices different directions for a sprite to move in Scratch.	A. Move ten steps B. Point -in- direction C. Forever loop D. Repeat loop
10	What is the full form of ASCII.	A. American Standard Code for International Interchange. B. Americna Standard Code for Information Interchange C. American Standard Code for Information Technology D. Americna Standard Code for Internet Interchange.
11	What color are motion blocks in scratch.	A. Blur B. Red C. Green D. Yellow
12	How many important variable blcks are there in Scratch.	A. One B. Two C. Three D. Four
13	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
14	What is the most commonly known numbere system.	A. Binary numebr system B. Decimal numebr system C. Octal numebr system

		D. Hexadecimal numebr system
15	What is the decimal equivalent of the binary number 1011	A. 6 B. 8 C. 9 D. 11
16	What is the X-Y method used fo in Scratch.	A. To create a timer B. To create a variable C. To allow the user to move a sprite using arrow keys D. To create a sound effect
17	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
18	In computer Information is stored using which codes.	A. Termary codes B. Binary codes C. Decimal codes D. Ocal codes
19	Which block is used to work with loops in scratch.	A. Repeat loop B. Point -in-direction C. Forever loop D. Move ten steps
20	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