

## Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	How many numbes can be represnted wih just two digits.?	A. 10 B. 2 C. 16 D. 20
2	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
3	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
4	What is the decimal equivalent of the binary number 1011	A. 6 B. 8 C. 9 D. 11
5	How many cardinal directions can a sprite move in Scratch.	A. 2 B. 3 C. 4 D. 5
6	How are numbers represnted in computers.	A. Using electronic switches B. Using analog singals C. Using mechanical switches D. Using hydraulic signals
7	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 onthe number
8	----- are made up of pixels.	A. Binary numbers B. Decimals C. Programs D. Digital images
9	What is the most commonly known numbere system.	A. Binary numebr system B. Decimal numebr system C. Octal numebr system D. Hexadecimal numebr system
10	Whats is another name for electronic switches is computers.	A. Bytes B. Declmals C. Termaries D. Bits
11	----- bits together make, what we call a "byte" of the data.	A. 6 B. 7 C. 8 D. 9
12	What are digital images made up of.	A. Pixels B. Vectors C. Lines D. Points
13	----- are represented in the computer using 8-bit numbers.	A. Numbers B. Letters C. Images D. Colors
14	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
15	What is the purpose of the timer in Scratch.	A. To creae a variable B. To chagne the background color C. To display the program as it runs D. To create a new project

D. To measure time

16 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

17 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

18 The best way to remember a value when designing the program is to use a.

- A. Variable
- B. Value
- C. Number
- D. Sound

19 What is the purpose of duplicating and editing code in Scratch.

- A. To create a new sprite
- B. To change the background color
- C. To allow a sprite to move in different directions
- D. To add sound effects

20 Which block is used to work with loops in scratch.

- A. Repeat loop
- B. Point -in-direction
- C. Forever loop
- D. Move ten steps