## 8th Computer Science Chapter 5 Test

| Sr | Questions | Answers Choice |
|---|---|---|
| 1 | Developing a step-by-step approach for solving a problem is. | A. Decomposition<br>B. Abstration<br>C. Alogorithm Design<br>D. Pattern Recognition. |
| 2 | Sometimes we want to repeat an action again and again which is called. | A. Deletion<br>B. Copying<br>C. Solution<br>D. Iteration |
| 3 | If some of the instructionsin an alorithm are executed based on some condition, the flow execution is called. | A. Algorithm<br>B. Loop<br>C. Selection<br>D. Sequence |
| 4 | Represents the imput and output instructions i a flowchart. | A. Parallelogram<br>B. Circle<br>C. Diamond<br>D. Rectangle |
| 5 | ------- tell us to take the right path based onsome test. | A. Algorithm<br>B. Condition<br>C. Flowchart<br>D. Pseudocode |
| 6 | Used to connect varios sections of a flowchart. | A. Rectangle<br>B. Oval<br>C. Diamond<br>D. Circle |
| 7 | There can be only one start and........... stop symbol in a flowchart. | A. One<br>B. Two<br>C. Three<br>D. Four |
| 8 | ------------ allows us to take a complex problem, understand what the problem is and develop possible solutiions. | A. Computational thinking<br>B. Formulas<br>C. Excel<br>D. None of these |
| 9 | Represents the processing instructions in a flowchart. | A. Oval<br>B. Circle<br>C. Rectangle<br>D. Diamond |
| 10 | A finite sequence of activities to be processed for getting a task done from a given input. | A. Flowchart<br>B. Algorithm<br>C. Computational thinking<br>D. All of these |
| 11 | A collection of instructions to solve a problem simply described in plain english is called. | A. Flowchart<br>B. Algorithm<br>C. Pseudocode<br>D. All of these |
| 12 | It is important to learn ............. also for the developmentof computer programs. | A. Algorithm<br>B. Flowchart<br>C. Computational thinking<br>D. All of these |
| 13 | Focusing only n the important details, while ignoring irrelevant information is | A. Decomposition<br>B. Abstraction<br>C. Alogorithm Design<br>D. Pattern Recognition |
| 14 | ------- is the placement of one object with in another object. | A. Hatliing<br>B. Flowchart<br>C. Nesting<br>D. None of these |
| 15 | The Start/Stop box is represented by; | A. An oval<br>B. A parallelogram<br>C. A rectangale<br>D. A diamond |

| 16 | The dicision box is represented by. | A. An oval<br>B. A parallelogram<br>C. A dimond<br>D. Rectangale |
|----|----|----|
| 17 | In Algorithm, we use repeat or repeat forever to represent. | A. Sequence<br>B. Selection<br>C. Loop<br>D. All of these |
| 18 | What is the full form of CT. | A. Compuer Technology<br>B. Computational Thinking<br>C. Computer Tomography<br>D. None of these |
| 19 | --------- represents an algorithm in pictural form | A. Flowchart<br>B. Pseudocode<br>C. Computational thinking<br>D. None |