

## 8th Computer Science Chapter 5 Test

| C- | Overtions   | Anguaga Chaine  |
|----|---|---|
| Sr | Questions   | Answers Choice  |
| 1  | allows us to take a complex problem, understand what the problem is and develop possible solutions.           | A. Computational thinking     B. Formulas     C. Excel     D. None of these             |
| 2  | What is the full form of CT.  | A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these |
| 3  | tell us to take the right path based onsome test.   | A. Algorithm B. Condition C. Flowchart D. Pseudocode                                    |
| 4  | A finite sequence of activities to be processed for getting a task done from a given input.                   | A. Flowchart B. Algorithm C. Computational thinking D. All of these                     |
| 5  | The dicision box is represented by.   | A. An oval B. A parallelogram C. A dimond D. Rectangale                                 |
| 6  | represents an algorithm in pictural form  | A. Flowchart B. Pseudocode C. Computational thinking D. None                            |
| 7  | Represents the imput and output instructions i a flowchart.   | A. Parallelogram B. Circle C. Diamond D. Rectangle                                      |
| 8  | It is important to learn also for the development of computer programs.                                       | A. Algorithm B. Flowchart C. Computational thinking D. All of these                     |
| 9  | The Start/Stop box is represented by;   | A. An oval B. A parallelogram C. A rectangale D. A diamond                              |
| 10 | A collection of instructions to solve a problem simply described in plain english is called.                  | A. Flowchart B. Algorithm C. Pseudocode D. All of these                                 |
| 11 | If some of the instructionsin an alorithm are executed based on some condition, the flow execution is called. | A. Algorithm B. Loop C. Selection D. Sequence   |
| 12 | Represents the processing instructions in a flowchart.  | A. Oval B. Circle C. Rectangle D. Diamond   |
| 13 | Used to connect varios sections of a flowchart.   | A. Rectangle B. Oval C. Diamond D. Circle   |
| 14 | Developing a step-by-step approach for solving a problem is.  | A. Decomposition     B. Abstration     C. Alogorithm Design     D. Pattern Recognition. |
| 15 | Focusing only n the important details, while ignoring irrelevant information is                               | A. Decomposition     B. Abstraction     C. Alogorithm Design     D. Pattern Recognition |

| 16 | In Algorithm, we use repeat or repeat forever to represent.            | A. Sequence B. Selection C. Loop D. All of these     |
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| 17 | is the placement of one object with in another object.                 | A. Hatliing B. Flowchart C. Nesting D. None of these |
| 18 | Sometimes we want to repeat an action again and again which is called. | A. Deletion B. Copying C. Solution D. Iteration      |
| 19 | There can be only one start and stop symbol in a flowchart.            | A. One<br>B. Two<br>C. Three<br>D. Four              |