

8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	----- is the placement of one object with in another object.	A. Hatling B. Flowchart C. Nesting D. None of these
2	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
3	----- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
4	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
5	Represents the input and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
6	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
7	The dicision box is represented by.	A. An oval B. A parallelogram C. A dimond D. Rectangale
8	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Alorithm Design D. Pattern Recognition
9	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
10	----- allows us to take a complex problem, understand what the problem is and develop possible solutiions.	A. Computational thinking B. Formulas C. Excel D. None of these
11	----- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
12	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
13	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Algorithm Design D. Pattern Recognition.
14	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
15	Used to connect varios sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle

16	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
17	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
18	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangle D. A diamond
19	It is important to learn also for the development of computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
