8th Computer Science Chapter 5 Test

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

16	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
17	------- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
18	There can be only one start and........... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
19	It is important to learn .... also for the developmentof computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these