8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
2	--------- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
3	There can be only one start and........... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
4	Represents the imput and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
5	------- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
6	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
7	Used to connect varios sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle
8	------- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these
9	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
10	The dicision box is represented by.	A. An oval B. A parallelogram C. A dimond D. Rectangale
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	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
13	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
14	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Alogorithm Design D. Pattern Recognition.
15	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangale D. A diamond

16	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Alogorithm Design D. Pattern Recognition
17	It is important to learn .... also for the developmentof computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
18	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
19	------------ 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