8th Computer Science Chapter 5 Test

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

16	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
17	------- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these
18	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
19	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