

8th Computer Science Chapter 6 Test

Sr	Questions	Answers Choice
1	The blocks serve as..... that can be joined together.	A. Commands B. Stories C. Reminders D. Scores
2	A, in the context of Scratch, is some block that performs some task.	A. Loop B. Statements C. Function D. Variables
3	Which of the following language is difficult to understand and work with	A. C++ Language. B. GW-Basic Language. C. Scratch D. Machine Language
4	A set of instructions is called.	A. Program B. Programming C. Block D. All of these
5	----- is simply a computer making decisions based on the information given to it.	A. Programming B. Artificial Intelligence C. Program D. Condition
6	In programming, a Boolean expression is an expression that is either true or.	A. True B. Blank C. Yes D. False
7	Scratch is a programming language that is perfect for making.	A. Games B. Animations C. Interactive Stories D. All of these
8	Scratch is created by the.....	A. MIT Media Lab B. Intel C. Del D. Bell Labs
9	Computer always understands commands written in...	A. Scratch B. Machine C. C++ D. GW-Basic
10	A loop and a are combined in the repeat until block.	A. Formula B. Condition C. Sprite D. Variable
11	Which of the following is not a programming language.	A. Scratch B. Logo C. C++ D. B+ -
12	In programming, a function is a block of code that you may.... repeatedly rather than having to write it out several times.	A. Reuse B. Print C. Destroys D. All of these
13	Which of the following is used to make a new block from scratch.	A. Sensing B. Control C. My blocks D. Variables
14	It indicates that you combine two structured programming constructs in a way that one construct is inside the other.	A. Loop B. Commands C. Nesting D. Statements
15	A device or program that creates a link between a user and computer is called.	A. Program B. Programming C. Sprites D. Interface

16	----- block is used for moving sprites around the stage.	A. Control B. Stage C. Motion D. Loop
17	Art of writing instruction to tell a computer what to do is called.	A. Program B. Programming C. Block D. Scratch
18	Used to change the values recordes in scratch.	A. Control Block B. Sound Block C. Variable Block D. Music Block
19	the instructions are witten in a	A. Program B. Programming C. Programming laanguage. D. None of these
20	A----- is somethign that must be true for something to happen	A. Loop B. Condition C. Statement D. Loop
