

Computer Science 6th Class English Medium Online Test

Sr	Questions	Answers Choice
1	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer language D. A software with a user interface.
2	What type of translator is needed for assembly language.	A. High-level language translator B. Intermediate language translator C. Assembler program D. Program constructs translator
3	What is the first screen that appears when you start a Windows computer.	A. Desktop B. Start Screen C. Login Screen D. Notification Area
4	The act of illegally reproducing copyrighted material is called.	A. Paraphrasing B. Accuracy C. Piracy D. Plagiarism
5	The purpose of hardware interfaces in a computer system is to	A. Run software application B. Store data C. Connect peripheral devices to the system unit D. Connect the system unit to the internet
6	What is the final step in most algorithms.	A. Start B. Input C. Output D. Stop
7	The category in Scratch has blocks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
8	Set of instructions given to a computer to perform specific tasks is called.	A. Hard ware B. Soft ware C. Both A and B D. None
9	What is the goal of defining a problem.	A. To make it more complex B. To add ambiguity C. To make it more simple and clear D. To make it impossible to solve
10	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
11	In flow, set of statements are executed again and again until a certain condition remains true.	A. Repetitive B. Sequential C. Conditional D. None
12	What is the importance of using critical thinking on the internet.	A. To promote misinformation B. To facilitate informed decision making C. To ignore digital issues D. To restrict access to technology
13	Peripheral devices are used for.	A. Input, storage, display B. Process and store data C. Connect peripherals D. Run software
14	What is a problem in problem-solving.	A. A task to be performed B. A situation to be analyzed C. A solution to be selected D. A plan to be implemented

15 Looking for similarities among the problems is called.

A. Algorithmic design
B. Pattern identification
C. Abstraction
D. Problem decomposition

16 We can do on a search engine.

A. Research a topic and gather information about it
B. Open emails
C. Play games
D. Access files

17 You can open the previously saved program from the computer by clicking on the..... menu.

A. View
B. Edit
C. File
D. Save

18 What is an example of application software.

A. Windo OS
B. Office Suite
C. Printer
D. Game Controller

19 ----- plagiarism means recycling your own previous work.

A. Global
B. Self
C. Patchwork
D. Paraphrasing

20 ----- is the link to the original file

A. Icon
B. Shortcut
C. Taskbar
D. Folder