Computer Science Ics Part 1 Chapter 3 Online Test

Sr	Questions	Answers Choice
1	How does selection sort work.	A. Swap adjacent B. Select minium form unsorted part C. Use quenue for nodes D. Store intermediate results
2	What is the purpose of search algorithms	A. Arrange data B. Find secific data C. analyze nodes D. Save memory
3	Waht does O (n2) indicate.	A. Linear growth B. Constant time C. Square of input D. Logarithmic growth
4	Which is solved by dynamic programming.	A. Coin change B. Fibonacci sequence C. Merge sort D. Puzzle solving
5	Which problem gives yes /no answer.	A. Search B. Decision C. Optimization D. Counting
6	Seach algorithm more efficinet for large datasets.	A. Bubble sort B. Merge sort C. Quick Sort D. Selection sort
7	How does Divide and conquere work.	A. Make local chices B. Break ,solve, combine C. Store subproblem results D. Try alloptions, backtrack
8	Whcih is an Ill-defined problem.	A. Check even number B. Find shortest path C. Reduce poverty D. Count book arrangements
9	Tractability depends on	A. Inputs B. Complexity C. Outputs D. Algorthm type
10	Problems in NP and NP-hard are called.	A. P B. BPP C. NP Complete D. Tractable
11	How does Backtracking work.	A. Break into parts B. Build and Backtrack C. Store subproblems D. Make local choices
12	The statement ghat applies to unsolvable problem	A. They can be solved in polynomial time B. They cannot be solved by any alogorithm C. They are always in NP class D. They require exponetial time to solve
13	An algorithm that sort data by stepping thourgh the list and swapping adjacent elements if needed is.	A. Selection sort B. Quick sort C. Bubble sort D. Merge sort
14	Why use real life tasks in algorithm learning.	A. Show steps in life B. Make it harder C. Reduce interest D. Add confusion

15	Knowing if a problem is solvable hellps.	A. Increase complexity B. Save time C. Generate random output D. Avoid design
16	Which is solved by Dynaimc programming.	A. Coin Change B. Fibonacci sequence C. Merge sort D. Puzzle solving
17	What is the main advantage of Dynamic programming.	A. Avoid redundant work B. Locally optimal results C. Solve independent problems D. Explore alloptions
18	Which technique is used in Merge sort.	A. Greedy B. Divide and conqurer C. Dynaimc Programming D. Back tracking
19	What is generate and Test algorithm	A. Tests all options B. Picks one solution C. skips testing D. Uses no logic
20	The characteristic of a well defined problem is.	A. Ambiguous goals and uncelear requirements B. Vegue processes and inputs C. Clear goas, inpus, processes, and oututs D. Undrined solutions