Computer Science Ics Part 1 Chapter 3 Online Test

Sr	Questions	Answers Choice
1	How does Backtracking work.	A. Break in to parts B. Make local choices C. Build and backtrack D. Store subproblems
2	Seach algorithm more efficinet for large datasets.	A. Bubble sort B. Merge sort C. Quick Sort D. Selection sort
3	What is role of algorithm in problem solving.	A. Gives steps B. Ignores logic C. Random process D. Blocks solutions
4	A seenario where Dynaimic progrmming proves most useful	A. Problem withou overlapping sub problems B. Problems solved by making local choices C. Problems with overlapping sub problems and optimal sbstructure D. Problem divided into independent sub problems
5	How does Divide and conqurr work	A. Make local choices B. Break, sole, combine C. Store subproblem results D. Try all options, backtrack
6	What is limitation Greedy algorithms	A. Too complex B. Always optimal C. Not always optimal D. High memory use
7	For which problems is Backtracking suitable	A. Optimal substrcuture B. Explore all combnations C. ONe optimal choice D. No overlapping problems
8	Whcih is an Ill-defined problem.	A. Check even number B. Find shortest path C. Reduce poverty D. Count book arrangements
9	Which problem gives yes /no answer.	A. Search B. Decision C. Optimization D. Counting
10	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
11	What is generate and Test algorithm	A. Tests all options B. Picks one solution C. skips testing D. Uses no logic
12	If P= NP ,this means	A. Some NP unsolvable B. all NP solvable inpolynomial time C. All NP unsolvable D. Same space complexity
13	Which of the following correctly describes a solvable problem.	A. Cannot be solved B. Takes infinite time C. Soved by algorithm in finite time D. Has no input/output

14	What is the main advantage of Dynamic programming.	A. Avoid redundant work B. Locally optimal results C. Solve independent problems D. Explore alloptions
15	What does space complexity measure.	A. Execution time B. Memory usage C. Number of steps D. Result accuracy
16	When is Generate and Test best.	A. small prblem space B. Large problem space C. No testing needed D. No solutions exist
17	Sovable problems differ becasue they.	A. Take exponential time B. Need better hardware C. Halt with a result D. Have no input
18	Problems in class P are solved in.	A. Exponentilal time B. Polynomial time C. Non determinaistic time D. Ifinite time
19	For which problems is Backtracing suitable.	A. Optimal substrcuture B. Explore all combinations C. ON optimal choice D. No overlapping problems
20	Why use real life tasks in algorithm learning.	A. Show steps in life B. Make it harder C. Reduce interest D. Add confusion