Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
2	Discover the principles that caue the patterns of a problem is called.	A. Generalization B. Design C. pattern Recognition D. Deconstruction
3	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
4	The algorithm which goes through al possible solutions untill the required soultionin found is.	A. Recursive Algorithm B. Searchign algorithm C. Brute force algorithm D. Sortig algorithm
5	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
6	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
7	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
8	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
9	What is Computational Thinking.	A. Problem -solving skills and techniques B. Solving problems using computers C. Breaking down problems into smaller parts D. Recognizing patterms in images
10	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation
11	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
12	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
13	What is the characteristic of an algorithm that states that each step must be clear and lead to only one measning.	A. Clear and unambiguous B. Well-defined imputs C. Well -defined outputs D. Feasible
14	Which tpe of algorithm goes through all possible solutions untill the required solution is found?	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Divide and conuer algorithm
15	Which strcuture executes a statement or set of statements only if the condition in true.	A. Sequence strcuture B. Selection strcuture C. Conditinal structure

		D. Repetition structure
16	Which tye of loop has an explicit end and executes its bodies a fixed number of times.	A. Finite loop B. Infinite loop C. Sequence loop D. Recursive loop
17	Which type of loop stops when the condition is false	A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop
18	Whicht feature in Scratch is used for infinite loops in which an object wil repeat its action forever.	A. Loop forever B. Forever loop C. Infinite repeat D. Repeat forever
19	What are the prerequisites for writing an algorithm	A. A clear prblem definitionl input and output B. A broblem with no constracints or limitations C. Input with multipel characters D. A problem with no clear solution
20	What is the first step in solving a problem with an algorighm.	A. Desingning the algorithm B. Fulfilling the prerequisites C. Implementing the algorithm D. Testing the algorithm
21	What is the disadvantage of using a flowchart.	A. Easy to understand B. Difficult to modify C. Time saving D. Easy to understand for people who don't know flowchart symbols
22	What is the purpose of the "Mod"% in programming.	A. To add two integers B. To multiply two integers C. To take the remainder of an integer D. To divide two integers
23	What is the efficiency of a solution based on in terms of the given paremeters.	A. Numbers of lines of code B. amount of memory available C. Number of steps executed D. Complexity of the solution
24	Which of the following is an example of coputations thingking	A. Recipe to bake a cake B. Reding a bicycle C. Listening to music D. Painting a picture
25	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision D. Input/Output
26	Which symbol represents a process in a flochart.	A. Terminal B. Arrow C. Action/Process D. Decision
27	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
28	What the purpose of arrow in a flowchart.	A. To link different processes in the flowchart B. To indicate the start and stop points C. To represent input or output D. To indicate the direction of flow within the same process
29	Whih of the followign is not a rule for drawing flowcharts.	A. Use conventional flowchart symbols B. Label all flow lines C. Every flowchart must have start and endpoints D. Flow lines cna cross each other
30	What is the tpe of algorithm that uses a random numebr to decide the expected outcome.	A. Brute force algorihm B. Recursive algorithm C. Sorting algorithm D. Randomized algorithm