Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	The term .... also refers to any digital encoding system in which there are exactly two possible states.	A. Digital B. Binary C. Python D. Programming
2	--------------- bits together make, what we call a "byte" of the data.	A. 6 B. 7 C. 8 D. 9
3	-------------- are made up of pixels.	A. Binary numbers B. Decimals C. Programs D. Digital images
4	----------- are represented in the computer using 8-bit numbers.	A. Numbers B. Letters C. Images D. Colors
5	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
6	The decimal numebr system is a numebr system that represents a number with a base of.....	A. 2 B. 3 C. 5 D. 10
7	How many bits make up a byte of data.	A. 2 B. 4 C. 8 D. 16
8	Who reflned the binary number system in the 17th cenury.	A. Isaac Newton B. Albert Einstein C. Galleo Calilei D. Gottfried Leibniz
9	What is the most significant bit in a binary number.	A. The bit to the extreme left B. The bit to the extreme right C. The middle bit D. It depends onthe number
10	What is the least significant bit in a binary number.	A. The bit to the extreme left B. The bit to the extreme right C. The middle bit D. It depends on the number
11	How many symbols are used in the decimal number system.	A. 8 B. 10 C. 12 D. 16
12	What is the most commonly known numbere system.	A. Binary numebr system B. Decimal numebr system C. Octal numebr system D. Hexadecimal numebr system
13	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
14	How many Brosto bytes make up a geop Byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
15	In computer Information is stored using which codes.	A. Termary codes B. Binary codes C. Decimal codes D. Ocal codes

16	How many numbes can be represnted wih just two digits.?	A. 10 B. 2 C. 16 D. 20
17	How are numbers represnted in computers.	A. Using electronic switches B. Using analog singals C. Using mechanical switches D. Using hydrulic signals
18	Whats is another name for electronic switches is computers.	A. Bytes B. Declmals C. Termaries D. Bits
19	How many bits are there in a byte of data.	A. 4 B. 8 C. 16 D. 32
20	How many bytes are threre in a kilobyte.	A. 1000 B. 1024 C. 2048 D. 512
21	What is the decimal equivalent of the binary number 1011	A. 6 B. 8 C. 9 D. 11
22	What makes it possible ot develop applications that enable users to do every task.	A. Binary number system B. Decimal number system C. Octal number system D. Hexadecimal number system
23	What is the full form of ASCII.	A. American Standard Code for International Interchange. B. Americna Standard Code for Information Interchange C. American Standard Code for Information Technology D. Americna Standard Code for Internet Interchange.
24	How many characters can ASCII represent.	A. 128 B. 256 C. 512 D. 1024
25	What are digital images made up of.	A. Pixels B. Vectors C. Lines D. Points
26	What is Scratch.	A. A programmming software B. A video game C. A mobile app D. A social media platform
27	Where do you add script blocks in Scratch.	A. Stage area B. Block categories C. Script area D. Sprite list
28	What is the purpose of the stage in Scratch.	A. To display the program as it runs B. To add new sprites to the project C. To modify the program code D. To change the background color
29	What is the most basic funtion in any game.	A. Movement B. Sound effects C. Graphics D. Storyline
30	What is the first step in making a sprite move.	A. Select a sprite B. Create a new project C. Add a background image D. Write the script
31	What color are motion blocks in scratch.	A. Blur B. Red C. Green D. Yellow
32	How many cardinal directions can a sprite move in Scratch.	A. 2 B. 3 C. 4 D. 5

33	What is the purpose of duplicating and editing code in Scratch.	A. To creae a new sprite B. To change the back ground color C. To allow a sprite to move in different directions D. To add sound effects
34	Which block specifices different directions for a sprite to move in Scratch.	A. Move ten steps B. Point -in- direction C. Forever loop D. Repeat loop
35	What is the X-Y method used fo in Scratch.	A. To create a timer B. To create a variable C. To allow the user to move a sprite using arrow keys D. To create a sound effect
36	What is the purpose of the step method is scratch.	A. To turn the sprite around while it moves B. To change the back ground color C. To create a new sprite D. To add sound effect
37	Which block is used to work with loops in scratch.	A. Repeat loop B. Point -in-direction C. Forever loop D. Move ten steps
38	How many important variable blcks are there in Scratch.	A. One B. Two C. Three D. Four
39	What is the purpose of the delay block in scratch.	A. To add a sound effect B. To change the back ground colour C. To create a timer D. To slow down the program execution
40	What is the purpose of the timer in Scractch.	A. To creae a variable B. To chagne the background color C. To display the program as it runs D. To measure time