8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Alogorithm Design D. Pattern Recognition.
2	---------- allows us to take a complex problem, understand what the problem is and develop possible solutiions.	A. Computational thinking B. Formulas C. Excel D. None of these
3	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Alogorithm Design D. Pattern Recognition
4	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
5	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
6	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangale D. A diamond
7	The dicision box is represented by.	A. An oval B. A parallelogram C. A dimond D. Rectangale
8	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
9	------- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these
10	It is important to learn ..... also for the developmentof computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
11	A finite sequence of activities to be processed for getting a task done from a given input.	A. Flowchart B. Algorithm C. Computational thinking D. All of these
12	If some of the instructionsin an alorithm are executed based on some condition, the flow execution is called.	A. Algorithm B. Loop C. Selection D. Sequence
13	Used to connect varios sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle
14	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
15	Represents the imput and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle

16	A collection of instructions to solve a problem simply described in plain english is called.	A. Flowchart B. Algorithm C. Pseudocode D. All of these
17	------- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
18	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
19	--------- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None