

## Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	Which of the following is not a cornerstone of Computational Thinking?	A. Decomposition B. Pattern recognition C. Generalization and Abstraction D. Probability calculation
2	What is Computational Thinking.	A. Problem-solving skills and techniques B. Solving problems using computers C. Breaking down problems into smaller parts D. Recognizing patterns in images
3	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
4	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. Intermediate loops
5	The loops which have to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
6	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
7	The algorithm which goes through all possible solutions until the required solution is found is.	A. Recursive Algorithm B. Search algorithm C. Brute force algorithm D. Sorting algorithm
8	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
9	Discover the principles that cause the patterns of a problem is called.	A. Generalization B. Design C. Pattern Recognition D. Deconstruction
10	Breaking down a problem into sub-problems is called.	A. Generalization B. Deconstruction C. Design D. Pattern Recognition