

Computer Science 6th Class English Medium Online Test

Sr	Questions	Answers Choice
1	The is where we create the program in scratch.	A. Sprite list B. Block paletter C. Script area D. Stage
2	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
3	A----- is a value that remains consistent durng the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
4	----- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
5	A----- is a set of instructions tha tar eused by the computer to perform a specific task.	A. Decision smaking B. Tasks C. Program D. Instructions
6	What is the final step in most algorithms.	A. Start B. Input C. Output D. Stop
7	What is the main purpose of an algorithm.	A. To store information B. To solve a specific problem C. To perform a specific task D. To automatte the decision making process
8	What type of flow is used to print a table of given number up to 10.	A. Sequential flow B. Conditional flow C. Repetitive flow D. None of the above
9	Which of the followig is NOT a benefit of algorithmic thinking.	A. Decomposition B. Abstraction and Generalization C. Visualization D. Pattern Recognition
10	What is the purpose of the "modulus" operation in analgorithm	A. To stor evalues in a varibale B. To determining the remainder of a division C. To compare two numbers D. To perform arithmetic operations