

Computer Science 8th Class Online Test

A Program B. Programming C. Sprites D. Interface A set of instructionis called. A set of instructionis called. A Program B. Programming C. Block D. Interface A Program B. Programming C. Block D. All of these A Program B. Programming C. Block D. All of these A Program B. Programming C. Block D. Scratch A Program B. Programming C. Block D. Scratch A Program B. Programming C. Block D. Scratch A Loop B. Commands D. Scratch A Loop B. Commands D. Statements A Loop B. Commands C. Mobiton D. Statements A Loop B. Stage C. Mobiton D. Loop A Loop B. Stage C. Mobiton D. Loop A Loop B. Stage C. Mobiton D. Loop A Loop B. Conditionals C. Text to speach D. Editor A Loop B. Stements C. Function D. Variables B Stements A Loop B. Stements A Loop B. Conditionals C. Faxt to Speach D. Editor A Loop B. Stements A Loop B. Stements A Loop B. Conditionals C. Faxt to Speach D. Editor A Loop B. Stements A Loop B. Stements C. Function D. Variables A Commands B. Stements C. Function D. Variables A Resue B. Print C. Dostroys D. All of these The blocks serve as that can be joined together. B Stores Reminders D. Scores Reminders D. Scores Reminders D. Scores	Sr	Questions	Answers Choice
2 A set of instructionis called. 3 Art of writing instruction to tell a computer what to do is called. 4 I indicates that you combine two structured programming constructs in a way that one construct is inside the other. 5	1	A device or program that create a link between a user and computer is called.	B. Programming C. Sprites
Art of writing instruction to tell a computer what to do is called. C. Block D. Scratch I indicates that you combine two structured programming constructs in a way that one construct is inside the other. A Loop B. Commands C. Nesting D. Statements A Control B. Stage C. Motion D. Loop A Loop B. Conditionals C. Text to speach D. Editor A Loop B. Conditionals C. Text to speach D. Editor A Loop B. Stage C. Motion D. Loop A Loop B. Conditionals C. Text to speach D. Editor A Loop B. Stagen D. Editor A Loop B. Stagen D. Editor The Journal of Scratch, is some block that performs some task. A Loop B. Stagen D. Editor A Loop B. Storenton D. Variables B Print C. Function D. Variables A Resue B. Print C. Destroys D. All of these The blocks serve as	2	A set of instructionis called.	B. Programming C. Block
I indicates that you combine two stroutured programming constructs in a way that one construct is inside the other. B. Commands C. Nesting D. Statements A. Control B. Stage C. Motion D. Loop 6	3	Art of writing instruction to tell a computer what to do is called.	B. Programming C. Block
5	4		B. Commands C. Nesting
6is used to convert the text into speech from scratch 7 A, in the context of Scratch, is some block that performs ome task. 8 In programming, a function is a block of code that you may repeatedly rather than having to write it out several time. 9 The blocks serve as that can be joined together. 8 B. Conditionals C. Text to speach D. Editor A. Loop B. Stements C. Function D. Variables A. Resue B. Print C. Destroys D. All of these A. Commands B. Stories C. Reminders D. Scores A. True B. Blank	5	block is used for moving sprites around the stage.	B. Stage C. Motion
A, in the context of Scratch, is some block tha tperformssome task. B. Sttements C. Function D. Variables A. Resue B. Print C. Destroys D. All of these The blocks serve as that can be joined together. A. Commands B. Stories C. Reminders D. Scores A. True B. Blank	6	is used to convert the text into speech from scratch	B. Conditionals C. Text to speach
8 In programming, a function is a block of code that you may repeatedly rather than having to write it out several time. 9 The blocks serve as that can be joined together. A. Commands B. Stories C. Reminders D. Scores A. True B. Blank	7	A, in the context of Scratch, is some block tha tperformssome task.	B. Sttements C. Function
9 The blocks serve as that can be joined together. B. Stories C. Reminders D. Scores A. True B. Blank	8		B. Print C. Destroys
10 In programming, a Boolean expression is an expression that is either true or	9	The blocks serve as that can be joined together.	B. Stories C. Reminders
C. Yes D. False	10	In programming, a Boolean expressionis an expression that is either true or.	B. Blank C. Yes