Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	Who introduced the idea of internally stored programs in computers.	A. John von Neumann B. Bill Gates C. Steve jobs D. Mark Zuckerberg
2	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
3	You can open the previously saved program from the computer by clicking on the..... menu.	A. View B. Edit C. File D. Save
4	What category of the blck is used to check the specified condition in Scratch.	A. Even Block B. Look Block C. Control Block D. Motion Block
5	The ..... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
6	What does the change size by block do int he looks block category.	A. Changes the size of the sprite by a given amount B. Displays text in a thought bubble C. Makes the sprite disppear D. Plays a sound and waits for it to finish
7	What is the significance of programming skills for students.	A. To become digital consumers B. To maximize technology investments C. To trobleshoot automation tools D. None of the above
8	What type of translator is needed for assembly language.	A. High -level language translator B. Intermediate language translator C. Assembler program D. Program constructs translator
9	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer langauge D. A software with a sure interface.
10	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area
11	What is the result of bunding many programs together to perform a big task.	A. A program B. A physical component C. A software D. A computer language
12	What is the purpose fo an assembler in assembly programming languages.	A. To translate the code into machine language B. To run the program C. To stor the program D. To debug the program
13	The ..... category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
14	What is the first step in developing a program.	A. Writing the program B. Analyzing the problem C. Designing the solution D. Documenting and maintaining the

		program
15	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
16	------- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
17	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs
18	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
19	How cna we run the script in Scratch.	A. Click on the block in the Script Area B. Click on Load from the computer C. Click on save to computer D. Click on the file menu
20	What are programs translated in to by compilers and translators.	A. Data and images B. A user interface C. Machine languages D. A computer language