Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
2	Which strcuture executes a statement or set of statements only if the condition in true.	A. Sequence strcuture B. Selection strcuture C. Conditinal structure D. Repetition structure
3	What is the first step in solving a problem with an algorighm.	A. Desingning the algorithm B. Fulfilling the prerequisites C. Implementing the algorithm D. Testing the algorithm
4	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
5	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
6	What are the prerequisites for writing an algorithm	A. A clear prblem definitionl input and output B. A broblem with no constracints or limitations C. Input with multipel characters D. A problem with no clear solution
7	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation
8	Which symbol represents a process in a flochart.	A. Terminal B. Arrow C. Action/Process D. Decision
9	Which type of loop stops when the condition is false	A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop
10	What is the disadvantage of using a flowchart.	A. Easy to understand B. Difficult to modify C. Time saving D. Easy to understand for people who don't know flowchart symbols
11	Which tpe of algorithm goes through all possible solutions untill the required solution is found?	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Divide and conuer algorithm
12	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
13	Whicht feature in Scratch is used for infinite loops in which an object wil repeat its action forever.	A. Loop forever B. Forever loop C. Infinite repeat D. Repeat forever
14	What is the tpe of algorithm that uses a random numebr to decide the expected outcome.	A. Brute force algorihm B. Recursive algorithm C. Sorting algorithm D. Randomized algorithm
		A. To add two integers

15	What is the purpose of the "Mod"% in programming.	B. To multiply two integers C. To take the remainder of an integer D. To divide two integers
16	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
17	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision D. Input/Output
18	The algorithm which goes through al possible solutions untill the required soultionin found is.	A. Recursive Algorithm B. Searchign algorithm C. Brute force algorithm D. Sortig algorithm
19	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
20	What is the characteristic of an algorithm that states that each step must be clear and lead to only one measning.	A. Clear and unambiguous B. Well-defined imputs C. Well -defined outputs D. Feasible