8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
2	--------- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
3	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
4	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
5	If some of the instructionsin an alorithm are executed based on some condition, the flow execution is called.	A. Algorithm B. Loop C. Selection D. Sequence
6	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Alogorithm Design D. Pattern Recognition
7	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
8	The dicision box is represented by.	A. An oval B. A parallelogram C. A dimond D. Rectangale
9	A collection of instructions to solve a problem simply described in plain english is called.	A. Flowchart B. Algorithm C. Pseudocode D. All of these
10	------- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these
11	Represents the imput and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
12	A finite sequence of activities to be processed for getting a task done from a given input.	A. Flowchart B. Algorithm C. Computational thinking D. All of these
13	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
14	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangale D. A diamond
15	---------- allows us to take a complex problem, understand what the problem is and develop possible solutiions.	A. Computational thinking B. Formulas C. Excel D. None of these

16	Used to connect varios sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle
17	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Alogorithm Design D. Pattern Recognition.
18	------- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
19	It is important to learn ..... also for the developmentof computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these