8th Computer Science Chapter 6 Test

Sr	Questions	Answers Choice
1	----- is simply a coputer making decisions basedon the information given to it.	A. Programming B. Artificial Intelligence C. Program D. Condition
2	A set of instructionis called.	A. Program B. Programming C. Block D. All of these
3	Used for moving spites around the stage.	A. Looks Block B. Sound Block C. Motion Block D. Events Block
4	Computer always understand commands written in...	A. Scratch B. Machine C. C++ D. GW-Basic
5	Which of the following is not a textual computer langauge.	A. GW-Basic B. C++ C. C D. Scratch
6	Which of the following langauge is difficult to understnd and work with	A. C++ Language. B. GW-Basic Langauge. C. Scratch D. Machine Language
7	Scratch is a programming language that is perfect for making.	A. Games B. Animations C. Interative Stories D. All of these
8	Which of the following items are in each scratch project.	A. Sprite B. Stage C. Script D. All of these
9	A device or program that create a link between a user and computer is called.	A. Program B. Programming C. Sprites D. Interface
10	A loop and a ..... are combined in the repeat untill blck.	A. Formula B. Condition C. Sprite D. Variable
11	A---------- is somethign that must be true for something to happen	A. Loop B. Condition C. Statement D. Loop
12	---------- block is used for moving sprites around the stage.	A. Control B. Stage C. Motion D. Loop
13	Which of the following is not a programming language.	A. Scratch B. Logo C. C++ D. B+ -
14	The blocks serve as..... that can be joined together.	A. Commands B. Stories C. Reminders D. Scores
15	Scratchis created by the.....	A. MIT Media Lab B. Intel C. Del D. Bel Labs

16	A ....., in the context of Scratch, is some block tha tperformssome task.	A. Loop B. Sttements C. Function D. Variables
17	Scratchlanguage has been translated into more than..... different langauges.	A. 50 B. 60 C. 70 D. 80
18	Used to change the values recordes in scratch.	A. Control Block B. Sound Block C. Variable Block D. Music Block
19	Art of writing instruction to tell a computer what to do is called.	A. Program B. Programming C. Block D. Scratch
20	I indicates that you combine two strcutured programming constructs in a way that one constrcut is inside the other.	A. Loop B. Commands C. Nesting D. Statements