SCHOOL BASED ASSESSMENT 2024-25

Mid-Term

Computer Education Grade 8

[Paper A: 15 Marks, Paper B: 35 Marks, Total: 50 Marks] , Time = 1 Hour 30 Minutes

School Name: _____

Student Name : _____ **Roll Number :** _____ **Section :** _____

OBJECTIVE PART(MCQs)

Question No.1 : A complex problem may be:

(a) Making the tea (b) Baking the cake (c) Bringing up the child (d) Heating the food in oven

Question No.2 : Select the symbol that is used to represent input/output in a flowchart:

(a) Oval (b) Parallelogram (c) Rectangle (d) Diamond

Question No.3 : Flow of execution in a complex program is:

(a) Loop based (b) Sequence based (c) Selection based (d) Condition based

Question No.4 : The Loop that is used to keep the CPU busy forever is:

(a) For Loop (b) While Loop (c) Nested Loop (d) Infinite Loop

Question No.5 : Two algorithm of same problem will perform same on same device due to same processor time and:

(a) different storage space (b) same storage space

(c) same storage space (d) different storage space

Question No.6 : The keyword that starts the Loop block is:

(a) Object (b) Forever (c) If (d) Move

Question No.7 : A loop that is inserted inside of another loop is called:

(a) For loop (b) While loop (c) Nested loop (d) Do-While loop

Question No.8 : In Scratch, the following picture is an example of:

(a) Function (b) Loop (c) Clone (d) Variable

Question No.9 : In Scratch, the block label that begins with 'forever' or 'repeat' is:

(a) Sequential Structure (b) Function (c) Loop Structure (d) Conditional Structure

Question No.10 : The correct example of Multiple Conditions in Scratch is:

(a) If x > 5 then move 1 Step (b) If y < 10 and x > 5 then move 1 Step

(c) If z = 0 then move 1 Step (d) If x = 5 then move 1 Step

SUBJECTIVE PART(CRQs)

Question No: 11

a) Define simple problem with one example. (3 Marks)

b) Elaborate complex problem with one example.(3 Marks)

c) Identify the type of problem for each scenario given below. (4 Marks)

1. An algorithm for picnic
2. An algorithm for up bringing of child
3. An algorithm for making the tea
4. An algorithm to convert a decimal to binary number

Question No: 12

a) How many values a variable can hold at a time? Write two examples. (2 Marks)

b) Differentiate between if and if-then-else conditions with an examples. (3 Marks)

c) Write an algorithm that prints even numbers from 2 to 100. (5 Marks)

Question No: 13

a) Write a short note on forever block. (5 Marks)

b) Write difference between repeat and repeat until. (5 Marks)

c) Write a short note on Repeat block in Scratch programming. Explain with an example. (5 Marks)