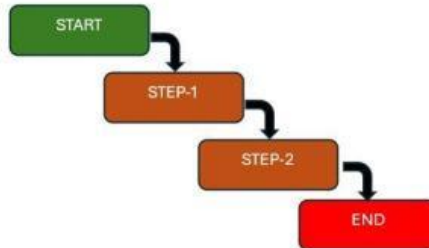




Computing Creative Design and Innovation – Grade 4

Part A: Choose the correct option. 3 Marks each question.

Q.1 What is an **Algorithm**?



- a. A kind of toy
- b. It is step by step instruction in correct order to solve problem
- c. A magical spell

Q2. Can steps in algorithms **be in any order**? State True or False.

a. True

b. False

Q3. The Block-based languages are a programming. Choose the correct answer.

- a. Text- Based
- b. Animated
- c. Visual

Q4. When we program a controller without a computer it is called _____ programming.

a. Visual

b. Manual

c. Algorithm

Q5. Which symbol shows “preprogrammed device. Circle it.

a.



b.



c.



Q6. This picture shows a _____.



a. Engino Mini controller

b. Remote Controller

c. Battery

Q7. An algorithm will always begin with 'Start'. It will always stop with 'End'.

a. True

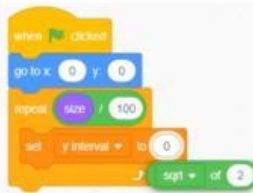
b. False

Q. Which picture shows **visual programming** language?

a.

```
function test_prime(n)
{
    if (isPrime)
    {
        return false;
    }
    else if (n == 2)
    {
        return true;
    }
    for (var i = 3; i <= n; i++)
    {
        if (n % i == 0)
        {
            return false;
        }
    }
}
```

b.



c.

```
def FizzBuzz(n):
    if n == 0:
        return 0
    elif n % 3 == 0 and n % 5 == 0:
        return 'FizzBuzz'
    elif n % 3 == 0:
        return 'Fizz'
    elif n % 5 == 0:
        return 'Buzz'
    else:
        return n
```

Q8. Match the symbol to its meaning.

Symbol	Meaning
	LED
	MOTOR
	IDLE TIME

Q9. Which motor is running anticlockwise?



a. Motor A

b. Motor B

Q10. Preprogrammed device means that the code is not already on it

d. True

e. False