ENGLAND GCSE COMPUTER SCIENCE AQA · UNIT 1 · 5 QUESTIONS

Fundamentals of Algorithms — Practice Test

This practice test was made by AI and there may be mistakes. If a question or answer looks wrong, use the Flag a mistake button to let Brett know so he can fix it.

1 **A games console program counts how many numbers in the list 4, 12, 2, 14, 68 are greater than 10. What is the count?**

- A 2
- B 3
- C 40
- D 4

Understand It with Pulse | Flag a mistake

2 **A bubble sort sorts a list of 5 items. How many passes does it need at most?**

- A 5
- B 40
- C 3
- D 4

Understand It with Pulse | Flag a mistake

3 **A program sets total to 0, then adds each number in the list 20, 4, 6 in turn. What is the value of total at the end?**

- A 300
- B 31
- C 29
- D 30

Understand It with Pulse | Flag a mistake

4 **In a flowchart, what does the terminator symbol show?**

- A A calculation carried out in the algorithm
- B The start and the end of the algorithm
- C A decision that must be made in the algorithm
- D Data going into or out of the algorithm

Understand It with Pulse | Flag a mistake

5

What is pseudocode?

A A way of testing a program to find its errors

B A real programming language that runs on a computer, in some situations

C A way of writing an algorithm using structured English

D A visual way of showing an algorithm with symbols

Understand It with Pulse

Flag a mistake

ANSWER KEY

1. B
2. D
3. D
4. B
5. C

© 2026 Brett Robbins. All Rights Reserved.