ENGLAND GCSE COMPUTER SCIENCE AQA · UNIT 2 · 25 QUESTIONS

Programming — 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 gives a bonus if a player scores over 1000 points. Which structure does it use?**

- A Iteration only
- B Sequence only
- C A subroutine with no parameters
- D Selection

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2 **A laptop program adds up numbers with the line total = total + number. What is this an example of?**

- A Validation of the input
- B Iteration
- C Assignment
- D Selection

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3 **A tablet program runs but gives the wrong answer every time. Which kind of error is this?**

- A A spelling error in a comment
- B A runtime error
- C A syntax error
- D A logic error

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4 **A keyboard is used to write a program that asks for numbers until 0 is typed. Which loop should be used?**

- A IF used for selection only
- B WHILE
- C REPEAT UNTIL
- D FOR

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5 **A smartphone app gives 17 DIV 5 as part of a calculation. What is the result?**

- A 3
- B 5
- C 2
- D 3.4

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6 **A robot checks whether its battery is low. If it is low, it returns to charge. Which structure does it use?**

- A Iteration only
- B A subroutine with no parameters
- C Sequence only
- D Selection

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7 **What is a runtime error?**

- A An error in the rules of the programming language
- B An error where the program runs but gives the wrong answer
- C An error that happens while the program is running
- D An error in the planning of the algorithm

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8 **What is 100 MOD 7 in AQA pseudocode?**

- A 14
- B 30
- C 3
- D 2

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9

What is a constant?

A. A block of code that can be called when needed

B. A set of steps to solve a problem

C. A named value that does not change while the program runs

D. A named value that changes every time the program runs, in some situations

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10

How can one character be taken from a string?

A. By searching the whole string every time

B. By its name, which is different for each character

C. By its position in the string, starting from 0

D. By its value, which must be unique

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11 **What is a nested loop?**

- **A** A loop that never stops running
- **B** A loop inside another loop
- **C** A loop that runs exactly once
- **D** A loop with no instructions inside it

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12 **What is a subroutine?**

- **A** A loop that repeats a fixed number of times, in some situations
- **B** A variable that stores a single value only
- **C** A named block of code that can be called when needed
- **D** A decision that chooses between two paths

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13 **How many characters are in the string Database?**

A 8

B 80

C 7

D 9

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14 **What is 41 DIV 3 in AQA pseudocode?**

A 13

B 2

C 14

D 130

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15 **What is the value of 5 + 5 * 3?**

- A 20
- B 19
- C 200
- D 30

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16 **What is 17 MOD 5 in AQA pseudocode?**

- A 2
- B 5
- C 3
- D 3.4

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17 **What is an integer data type used for?**

A A single letter or symbol

B A whole number

C A value that is only True or False

D A number with a decimal point

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18 **An array holds 6 items. What is the index of the last item?**

A 0

B 5

C 1

D 6

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19 **What is a loop variable in a FOR loop?**

A. A variable that is only used outside the loop, in some situations

B. A variable that counts how many times the loop has run

C. A variable that never changes its value

D. A variable that stores the result of the loop

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20 **What is input in a program?**

A. Data stored in the program code itself

B. Data given to the program by the user or another source

C. Data printed on the screen for the user to see

D. Data that is deleted when the program finishes, in some situations

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21 **In AQA pseudocode, which keywords start a selection?**

- A WHILE DO
- B IF THEN
- C REPEAT UNTIL used for a loop only
- D FOR TO

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22 **What is the value of False OR False?**

- A 1
- B True, in some situations
- C False
- D 0

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23 **A FOR loop runs from 2 to 10. How many times does the loop body run?**

- A 9
- B 90
- C 8
- D 10

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24 **Why is testing important before a program is released?**

- A To find errors before users meet them
- B To make the program run faster
- C To remove the need for any input from the user
- D To make the program use less memory

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25 **What is 100 MOD 3 in AQA pseudocode?**

A 2

B 1

C 20

D 33

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ANSWER KEY

1.	D	**10.**	C	**19.**	B
2.	C	**11.**	B	**20.**	B
3.	D	**12.**	C	**21.**	B
4.	B	**13.**	A	**22.**	C
5.	A	**14.**	A	**23.**	A
6.	D	**15.**	A	**24.**	A
7.	C	**16.**	A	**25.**	B
8.	D	**17.**	B		
9.	C	**18.**	B		

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