SASKATCHEWAN COMPUTER SCIENCE 20 · UNIT D · 25 QUESTIONS

Problem Solving, Coding Practices and Debugging — 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 **Finding and fixing errors in code is called**

- A debugging
- B logic error
- C runtime error
- D testing

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2 **A syntax error is caused by**

- **A** wrong logic only
- **B** breaking the rules of the language
- **C** a slow computer
- **D** a user typing fast

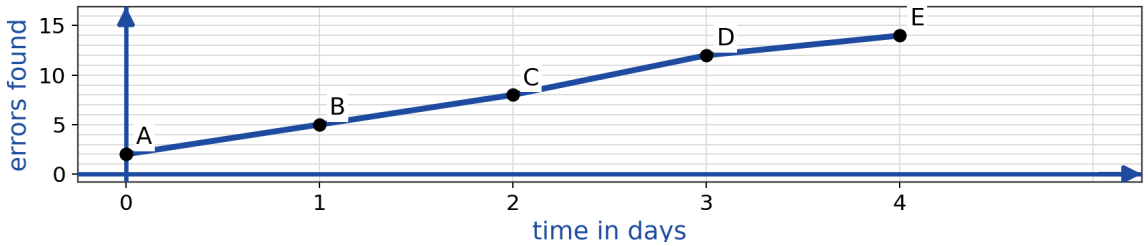
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3 **The decimal number 13 written in binary is ____**

ANSWER _____

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4 **The graph shows errors found during testing over time. The errors found by day 3 is ____**



ANSWER _____

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5 **An error in the grammar or spelling of code is called**

A runtime error

B testing

C syntax error

D algorithm

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6 **A logic error is hardest to find because the program**

A will not start

B crashes at once

C prints nothing at all

D runs but gives a wrong result

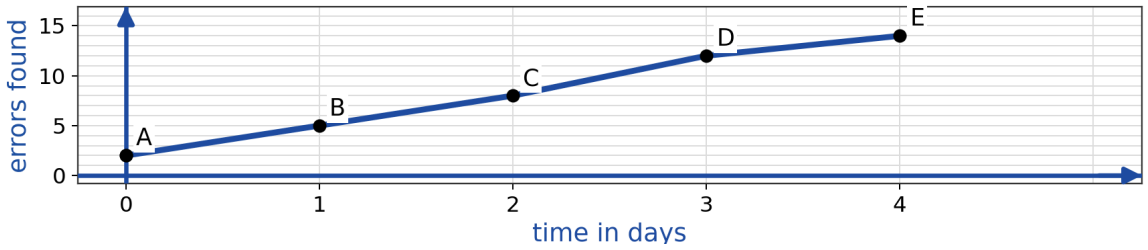
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7 **The decimal number 10 written in binary is ____**

ANSWER _____

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8 **The graph shows errors found increasing over time. This suggests testing is**



A finding more errors

B finding fewer errors

C not running

D finished

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9 **An error where code runs but gives the wrong result is called**

A testing

B logic error

C algorithm

D pseudocode

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10 **Testing with known inputs is useful because it**

A removes all code

B makes code longer

C checks outputs against expected results

D hides errors

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11 **The decimal number 21 written in binary is ____**

ANSWER _____

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12 **An error that happens while a program is running is called**

A algorithm

B pseudocode

C comment

D runtime error

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13 **Pseudocode is written in**

A plain language

B machine code only

C binary only

D a secret code

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14 **A problem is broken into smaller steps before coding. This step is called**

A decomposition

B debugging

C compiling

D executing

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15 **Running a program with known inputs to check its outputs is called**

A pseudocode

B testing

C comment

D documentation

Understand It with Pulse | Flag a mistake

16 **Top down design starts by**

A writing all code at once

B testing first

C breaking a big problem into smaller parts

D deleting functions

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17 **A flowchart symbol that is a diamond represents a**

A process

B decision

C input or output

D start or stop

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18 **A step by step procedure for solving a problem is called**

A comment

B documentation

C top down design

D algorithm

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19 **A comment in code is**

- A ignored by the computer
- B run as a command
- C stored as data
- D printed always

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20 **A student tests a program with input 0 and the program crashes. The next step should be to**

- A ignore the crash
- B trace the code to find the error
- C delete the whole program
- D run it again with the same input

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21 **A plain language outline of an algorithm is called**

A documentation

B pseudocode

C top down design

D debugging

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22 **The binary number 1010 written in decimal is**

ANSWER _____

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23 **A note in code that explains it and is ignored by the computer is called**

- A top down design
- B debugging
- C comment
- D syntax error

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24 **An algorithm must be**

- A a clear step by step plan that ends
- B a guess with no steps
- C a program that never ends
- D a list of errors

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25 **Written explanation of how code works and how to use it is called**

A debugging

B syntax error

C logic error

D documentation

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ANSWER KEY

1. A
2. B
3. 1101
4. 12
5. C
6. D
7. 1010
8. A
9. B
10. C
11. 10101
12. D
13. A
14. A
15. B
16. C
17. B
18. D
19. A
20. B
21. B
22. 10
23. C
24. A
25. D

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