Software Engineering for Kids

Software Engineering · Practice Test · 20 Questions

1. What do we call the set of instructions that tells a computer what to do?

A) A recipe
B) Software
C) A drawing
D) A battery

2. Which person is responsible for writing the code that makes a computer program work?

A) A farmer
B) A chef
C) A software engineer
D) A pilot

3. What is the name for a mistake or error in a computer program?

A) A bug
B) A butterfly
C) A stone
D) A leaf

4. When a software engineer finds and fixes a mistake in a program, what is this process called?

A) Painting
B) Sleeping
C) Debugging
D) Running

5. Which of these is a physical part of a computer that you can touch?

A) A game
B) The internet
C) A web browser
D) A keyboard

6. What is a step-by-step list of instructions used to solve a problem in computing called?

A) An algorithm
B) A story
C) A poem
D) A menu

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7. Before a computer can follow instructions, the instructions must be written in a special:

A) Secret language
B) Programming language
C) Drawing
D) Song

8. What is the main brain of a computer that processes all the information?

A) The screen
B) The mouse
C) The CPU
D) The power cord

9. What do we call the 'workspace' where you can see files and folders on your computer screen?

A) The desk
B) The Desktop
C) The floor
D) The window

10. What is a program that helps you search for information on the internet called?

A) A web browser
B) A toaster
C) A printer
D) A microphone

11. What is the purpose of an 'Input' device like a mouse?

A) To show pictures
B) To send information into the computer
C) To play music
D) To print paper

12. What is the purpose of an 'Output' device like a monitor?

A) To type text
B) To play sound
C) To show information to the user
D) To store files

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13. When you save your work on a computer, where is it kept for later?

A) In the trash
B) In the memory or storage
C) In the air
D) On the wall

14. What do we call a small picture on your screen that you click to open a program?

A) An icon
B) A stamp
C) A sticker
D) A photograph

15. What is the name of the software that manages all the other programs on a computer?

A) A calculator
B) The Operating System
C) A video game
D) The internet

16. What do we use to communicate with a computer if we don't have a mouse?

A) A microphone
B) A shovel
C) A pen
D) A keyboard

17. If a computer program is 'open source', what does that usually mean?

A) It is broken
B) The code is available for others to see
C) It only works at night
D) It costs a million dollars

18. Which of these is used to store information temporarily while the computer is running?

A) RAM
B) A bookshelf
C) A bag
D) A box

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19. What is a 'loop' in programming?

A) A type of circle
B) Repeating a set of instructions
C) A tangled wire
D) A broken program

20. What is a 'variable' in programming used for?

A) To play music
B) To store a piece of information
C) To turn off the computer
D) To clean the screen

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