

EDUSAMBAM ASSESSMENT SERIES

What Is Coding?

PRINTABLE PRACTICE WORKSHEET

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Candidate Name:		Roll No.:	
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Subject	Computer Fundamentals	Topic	What Is Coding?	Total Marks	100
Total Questions	45	Time Allowed	1 Hour (60 minutes)	Version	A

GENERAL INSTRUCTIONS

1. Read each question carefully before answering.
2. For Section A and Section B, mark one answer only.
3. For Sections C and E, write your answer clearly in the space provided.
4. For Section D, write the correct letter from Column B against each item in Column A.
5. Do not use correction fluid. Keep all answers clear and legible.
6. This worksheet is prepared from the EDUSAMBAM practice assessment supplied for this paper.

PAPER PATTERN

Section	Questions	Marks Each	Total
Section A — Multiple Choice	15	2	30
Section B — True / False	10	2	20
Section C — Fill in the Blank	10	2	20
Section D — Column Matching	5 pairs	2	10
Section E — Short Answer	5	4	20
Total	45	—	100

Section A — Multiple Choice

30 marks

1. What is coding?

- A.** Repairing broken hardware
C. Writing instructions a computer can follow

- B.** Designing computer chips
D. Connecting to Wi-Fi

Answer: ☐A ☐B ☐C ☐D

Basic • 2 pts

2. Which language is commonly used to make websites interactive?

- A.** HTML
C. CSS only

- B.** JavaScript
D. A compiler

Answer: ☐A ☐B ☐C ☐D

Basic • 2 pts

3. What is "syntax" in coding?

- A.** The strict rules for how code must be written
C. A programming mistake

- B.** A type of computer chip
D. A type of loop

Answer: ☐A ☐B ☐C ☐D

Basic • 2 pts

4. What does a variable do?

- A.** Repeats instructions
C. Translates code into machine instructions

- B.** Fixes bugs automatically
D. Stores a piece of information a program can use

Answer: ☐A ☐B ☐C ☐D

Basic • 2 pts

5. What is a loop used for?

- A.** Storing a single value
C. Repeating a set of instructions

- B.** Translating code
D. Fixing syntax errors

Answer: ☐A ☐B ☐C ☐D

Intermediate • 2 pts

6. What does a conditional let a program do? A. Store many variables at once C. Repeat forever with no way to stop Answer: ☐ A ☐ B ☐ C ☐ D	B. Choose between different actions based on true or false D. Translate one language into another Intermediate · 2 pts
7. What is a function in code? A. A type of bug C. A programming language Answer: ☐ A ☐ B ☐ C ☐ D	B. A single stored number D. A named, reusable block of instructions Intermediate · 2 pts
8. What is a "bug"? A. A mistake in code C. A type of variable Answer: ☐ A ☐ B ☐ C ☐ D	B. A finished, working program D. A programming language Intermediate · 2 pts
9. What does a compiler do? A. Writes code automatically C. Deletes bugs Answer: ☐ A ☐ B ☐ C ☐ D	B. Translates the whole program before it runs D. Connects a computer to the internet Intermediate · 2 pts
10. Coding is used in which of these? A. Apps only C. Apps, games, everyday devices, and scientific research Answer: ☐ A ☐ B ☐ C ☐ D	B. Websites only D. Only large business software Intermediate · 2 pts
11. Which language is commonly used for data analysis, automation, and beginner-friendly learning? A. C++ C. HTML Answer: ☐ A ☐ B ☐ C ☐ D	B. Python D. CSS Intermediate · 2 pts
12. Which language is commonly used for large business applications and Android apps? A. Java C. CSS Answer: ☐ A ☐ B ☐ C ☐ D	B. HTML D. A compiler Advanced · 2 pts
13. Which language is commonly used for video games needing top performance? A. HTML C. C++ Answer: ☐ A ☐ B ☐ C ☐ D	B. CSS D. An interpreter Advanced · 2 pts
14. What does "debugging" mean? A. Writing new features only C. Translating code into another language Answer: ☐ A ☐ B ☐ C ☐ D	B. Deleting a program D. Finding and fixing mistakes in code Advanced · 2 pts
15. What does an interpreter do? A. Writes code automatically C. Connects to Wi-Fi Answer: ☐ A ☐ B ☐ C ☐ D	B. Translates and runs code line by line D. Deletes unused variables Advanced · 2 pts

Section B — True / False

20 marks

16. Coding is the process of writing precise instructions for a computer. A. True ☐ B. False ☐	Basic · 2 pts
17. A computer can guess what you mean, even with imprecise instructions. A. True ☐ B. False ☐	Basic · 2 pts
18. Every programming language shares the exact same syntax rules. A. True ☐ B. False ☐	Basic · 2 pts
19. A variable is a named container that holds a piece of information. A. True ☐ B. False ☐	Basic · 2 pts
20. Loops let you repeat instructions without rewriting them each time. A. True ☐ B. False ☐	Intermediate · 2 pts
21. A conditional always runs the same action, no matter what. A. True ☐ B. False ☐	Intermediate · 2 pts

22. A function is a reusable, named block of instructions.

Intermediate · 2 pts

A. True ☐ B. False ☐

23. Even experienced programmers spend time debugging.

Intermediate · 2 pts

A. True ☐ B. False ☐

24. A compiler translates code one line at a time while the program runs.

Intermediate · 2 pts

A. True ☐ B. False ☐

25. Coding only powers apps and websites, and nothing else.

Intermediate · 2 pts

A. True ☐ B. False ☐

Section C — Fill in the Blank

20 marks

26. _____, also called programming, is writing instructions a computer can follow.

Basic · 2 pts

Answer: _____

27. A structured way of communicating instructions to a computer is called a programming _____.

Basic · 2 pts

Answer: _____

28. Strict rules about how code must be written are called _____.

Basic · 2 pts

Answer: _____

29. A named container that holds a piece of information is called a _____.

Basic · 2 pts

Answer: _____

30. A _____ repeats a set of instructions until a condition is met.

Intermediate · 2 pts

Answer: _____

31. A mistake in code is called a _____.

Intermediate · 2 pts

Answer: _____

32. The process of finding and fixing mistakes in code is called _____.

Intermediate · 2 pts

Answer: _____

33. A _____ translates the whole program before it runs.

Intermediate · 2 pts

Answer: _____

34. An _____ translates and runs code line by line.

Intermediate · 2 pts

Answer: _____

35. A reusable, named block of instructions is called a _____.

Intermediate · 2 pts

Answer: _____

Section D — Column Matching

10 marks

36-40. Match each term to its correct definition.

Column A	Answer	Column B
Variable	_____	A. Repeats a set of instructions
Loop	_____	B. Chooses between actions based on true or false
Conditional	_____	C. A reusable, named block of instructions
Function	_____	D. A mistake in code
Bug	_____	E. A named container that holds a piece of information

Section E — Short Answer

20 marks

41. What is a variable used for in code?

Advanced · 4 pts

42. Why are loops useful in programming?

Advanced · 4 pts

43. What is the difference between a compiler and an interpreter?

Advanced · 4 pts

44. Give an example of somewhere coding is used, other than apps or websites.

Advanced · 4 pts

45. Why is debugging considered a normal part of writing software?

Advanced · 4 pts

Candidate Signature: _____ **Invigilator Signature:** _____

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Marks Obtained: _____ / 100

Checked By: _____

Result / Grade: _____

Date Checked: _____

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What Is Coding? — Answer Key

Teacher reference: equivalent grammatically correct wording is acceptable for open-ended items when the meaning is preserved.

Section A — Multiple Choice

1. C

2. B

3. A

4. D

5. C

6. B

7. D

8. A
9. B

10. C

11. B

12. A

13. C

14. D

15. B

Section B — True / False

16. True

17. False

18. False

19. True

20. True
21. False

22. True

23. True

24. False

25. False

Section C — Fill in the Blank

26. coding

27. language

28. syntax

29. variable

30. loop
31. bug

32. debugging

33. compiler

34. interpreter

35. function

Section D — Column Matching

36. Variable — E

37. Loop — A

38. Conditional — B
39. Function — C

40. Bug — D

Section E — Short Answer (Model Answers)

41. store; hold; remember; save; information; data

42. repeat; rewrit; save time; avoid; thousand times; same instruction

43. whole program; line by line; before it runs; while it runs; translate

44. game; car; appliance; device; watch; research; science; washing machine; thermostat; embedded

45. normal; common; everyone; mistake; part of; experienced