



Under the patronage of His Excellency the Minister of Education,

Mr. Mohamed Abdel Latif

Weekly Assessments for Programming and Artificial Intelligence for General Education (First Secondary Grade)

Second Semester of the 2025/2026 Academic Year

Fourth Week

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Weekly assessment

First test

Choose the correct answer:



1. What is meant by an "Algorithm"?
 - a) A programming language
 - b) A computer device
 - c) A set of ordered steps to solve a problem
 - d) A ready-made software

2. One characteristic of a correct algorithm is being:
 - a) Unordered
 - b) Infinite (no defined end)
 - c) Clear and specific
 - d) Dependent on a specific device

3. Which of the following is an example of an algorithm?
 - a) Turning on a computer
 - b) Steps for making a cup of tea
 - c) A keyboard
 - d) An operating system

4. Algorithms are usually written using:
 - a) Images only
 - b) Sounds
 - c) Verbal or symbolic steps
 - d) Input devices

Second test

Choose the correct answer:



1. The first step when solving any problem using algorithms is:
 - a) Writing the program
 - b) Understanding the problem
 - c) Testing the solution
 - d) Executing the solution

2. A condition for a good algorithm is that it must have:
 - a) Complexity
 - b) Non-executability
 - c) A start and an end
 - d) Very long length

3. Which of the following is NOT a benefit of algorithms?
 - a) Organizing thoughts
 - b) Making programming easier
 - c) Increasing solution errors
 - d) Solving problems systematically

4. An algorithm can be represented using:
 - a) Flowcharts
 - b) Keyboard
 - c) Mouse
 - d) Monitor

Third test

Choose the correct answer:



1. The correct order of algorithm steps must be:
 - a) Random
 - b) Unclear
 - c) Logical and sequential
 - d) Always changing

2. Which of the following is used to represent an algorithm graphically?
 - a) A table
 - b) A flowchart
 - c) A database
 - d) A text file

3. A good algorithm should provide:
 - a) Always the same result for the same inputs
 - b) Different results
 - c) Unknown results
 - d) Random results

4. Before converting an algorithm into a program, you must:
 - a) Turn on the computer
 - b) Test the algorithm
 - c) Delete the steps
 - d) Change the problem