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## WGU Foundations of Computer Science Sample Questions (Q55-Q60):

### NEW QUESTION # 55

What is a key advantage of using NumPy when handling large datasets?

- A. Built-in machine learning algorithms
- B. Automatic data cleaning
- C. Interactive visualizations
- **D. Efficient storage and computation**

**Answer: D**

Explanation:

NumPy's key advantage for large datasets is efficient storage and fast computation. Unlike Python lists, which store references to objects and can have per-element overhead, NumPy arrays store data in a compact, homogeneous format (single dtype) in contiguous or strided memory. This reduces memory usage and improves cache locality, which is crucial for performance on large arrays. Additionally, NumPy operations are vectorized: many computations run in optimized compiled code rather than interpreted Python loops. This enables large speedups for arithmetic, linear algebra, statistics, and transformations over entire arrays.

Option A is incorrect because NumPy itself does not provide full machine learning algorithms; those are typically found in libraries like scikit-learn, though they build on NumPy. Option B is incorrect because NumPy does not automatically clean data; data cleaning is usually done with pandas or custom logic. Option D is incorrect because interactive visualizations are typically handled by libraries like matplotlib, seaborn, or plotly, not by NumPy.

Textbooks in scientific computing highlight that NumPy forms the computational foundation of the Python data ecosystem. Its array model supports broadcasting, slicing, and efficient aggregations, all of which are essential when working with millions of numeric values. By combining compact memory layout with compiled numerical kernels, NumPy enables scalable analysis and simulation workloads that would be slow or memory-heavy using pure Python lists.

### NEW QUESTION # 56

What is the expected result of running the following code: `list1[0] = "California"`?

- A. A new list will be created with the value "California".
- **B. The first value in the list will be replaced with "California".**
- C. The list will be extended by adding "California" at the end.
- D. A second element will be added to the line "California".

**Answer: B**

Explanation:

Python lists are mutable sequences, which means elements can be changed in place after the list has been created. The expression `list1[0] = "California"` uses indexing to target the element at position 0 (the first element, because Python uses zero-based indexing) and assignment (`=`) to replace that element with a new value. As a result, the list keeps the same length, but its first entry becomes "California".

This operation does not create a new list (so option A is incorrect); it modifies the existing list object referenced by `list1`. It also does not append to the end of the list (so option C is incorrect). Appending would use methods like `list1.append("California")`. Option D is not meaningful in Python list semantics; assignment to a single index replaces exactly one element rather than "adding a second element to the line." Textbooks highlight this difference between mutable and immutable sequence types. For example, strings are immutable, so you cannot assign to `some_string[0]`. Lists, however, are designed for collections that change over time, supporting updates, insertions, deletions, and reordering. Index assignment is fundamental for many algorithms: updating an array-like buffer, modifying a dataset row, replacing incorrect values, or implementing in-place transformations efficiently.

### NEW QUESTION # 57

What is the expected output of `numpy_array[1]`?

- A. The first element of the array
- **B. The second element of the array**
- C. A display of the entire array
- D. An error message in the array

**Answer: B**

Explanation:

In Python and NumPy, indexing is zero-based, meaning the first element of a 1D sequence is at index 0, the second element is at index 1, and so on. A NumPy array behaves like a sequence for basic indexing, so `numpy_array[1]` returns the element stored at position 1 in the array. This is a fundamental concept taught in introductory programming and scientific computing: indexing selects a single element, while slicing selects a range.

For example, if `numpy_array = np.array([5, 8, 13])`, then `numpy_array[0]` is 5, `numpy_array[1]` is 8, and `numpy_array[2]` is 13. The expression `numpy_array[1]` therefore evaluates to the second element (8 in this example). This does not display the entire array (that would happen with `print(numpy_array)`), and it does not produce an error unless the array is too short. An error such as `IndexError` occurs only if index 1 is out of bounds, for example when the array has length 1 and you try to access `numpy_array[1]`.

Textbooks emphasize careful reasoning about indices because off-by-one errors are common. In data analysis, correct indexing is crucial for extracting the right observations, features, or time steps from numerical datasets.

### NEW QUESTION # 58

Which statement describes the relationship between trees and graphs?

- A. Trees can have cycles.
- B. Trees do not have levels.
- C. Trees can have unconnected nodes.
- D. Trees cannot have cycles.

**Answer: D**

Explanation:

In discrete mathematics and computer science, a tree is a special kind of graph. The standard graph-theory definition is that a tree is a connected, acyclic undirected graph. "Acyclic" means it contains no cycles, i.e., you cannot start at a vertex, follow a sequence of edges, and return to the starting vertex without repeating edges in a way that forms a loop. (Wikipedia) This property is exactly what makes option D correct.

The other options contradict the definition. If a structure has cycles, it is not a tree (though it may still be a graph). If it has unconnected nodes, it is not connected; such a structure is more like a forest (a disjoint union of trees) rather than a single tree. (Wikipedia) The idea of "levels" belongs to a particular computer-science representation called a rooted tree, where one node is chosen as the root and nodes can be assigned depths

/levels based on distance from the root. But levels are not required in the abstract definition of a tree as a graph; they arise from choosing a root and orientation for convenience in algorithms like BFS/DFS, heaps, and parse trees.

So, the relationship is: every tree is a graph with extra structure—specifically, no cycles and (typically) connectivity—and the "no cycles" rule is the key distinguishing feature. (Discrete Mathematics)

### NEW QUESTION # 59

What are Python functions that belong to specific Python objects?

- A. Libraries
- B. Scripts
- C. Modules
- D. Methods

**Answer: D**

Explanation:

In object-oriented programming, a method is a function that is associated with an object (or its class) and is called using the dot operator. In Python, everything is an object, and many operations are provided through methods. For example, `"hello".upper()` calls the `upper` method of a `str` object, and `[1, 2, 3].append(4)` calls the `append` method of a `list` object. Textbooks emphasize that methods operate on an object's internal state and typically receive the object itself as an implicit first argument (commonly named `self` in class definitions).

This is what distinguishes methods from standalone functions.

Modules, scripts, and libraries are different organizational concepts. A module is a file containing Python code, including function and class definitions. A script is a Python program intended to be run directly. A library is a collection of modules that provides reusable functionality. None of these terms specifically mean

"functions that belong to objects."

Understanding methods matters because it connects to encapsulation and abstraction: objects provide behaviors (methods) that manipulate their data in well-defined ways. This design enables clearer APIs and supports polymorphism, where different object

types can expose methods with the same name but different implementations. In Python, method calls are central to working with built-in types (strings, lists, dictionaries) and with user-defined classes, making "methods" the correct term for functions that belong to specific objects.

## NEW QUESTION # 60

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