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WGU D684 - Introduction to Computer Science - Section 5

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1. **access time:** the time it takes for a system to retrieve data from memory or storage
2. **addressability:** the capability of a system to access and manipulate each unit of data in memory individually
3. **arithmetic logic unit (ALU):** the part of the CPU that performs arithmetic calculations and logical operations
4. **block:** a fixed-size unit of data stored and accessed on a disk or in memory
5. **bus width:** the number of bits that can be transmitted simultaneously on a data bus, affecting data transfer speed
6. **cache memory:** a small, fast type of volatile memory that stores frequently accessed data to speed up processing
7. **central processing unit (CPU):** the main component of a computer that executes instructions and processes data
8. **control unit:** the part of the CPU that directs its operation, managing the execution of instructions and coordinating other components
9. **cylinder:** a set of tracks located at the same position on multiple disk platters in a hard drive
10. **input unit:** devices and components used to input data into a computer system, such as keyboards and mice
11. **instruction register:** a register in the CPU that holds the current instruction being executed
12. **latency:** the delay before a transfer of data begins following an instruction for its transfer
13. **motherboard:** the main circuit board of a computer, housing the CPU, memory, and other essential compo nents
14. **output unit:** devices and components used to output data from a computer system, such as monitors and printers
15. **pipelining:** a CPU performance enhancement technique where multiple instruction phases are overlapped to improve processing speed
16. **program counter:** a register in the CPU that holds the address of the next instruction to be executed
17. **register:** a small, fast storage location within the CPU used to hold temporary data and instructions
18. **sector:** the smallest unit of data storage on a disk, typically part of a track
19. **track:** a circular path on the surface of a disk where data is magnetically recorded and read
20. **transfer rate:** the speed at which data can be transmitted from one device to another, usually measured in bits per second
21. **access control policy:** rules that determine who can access specific resources or data in a system and which actions they can perform

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WGU Foundations of Computer Science Sample Questions (Q56-Q61):

NEW QUESTION # 56
What is the slicing outcome of client_locations[1:3] from client_locations = ["TX", "AZ", "UT", "NY"]?

- A. ["TX", "AZ"]
- B. ["TX", "UT"]
- C. ["UT", "NY"]
- D. ["AZ", "UT"]

Answer: D

Explanation:
Python list slicing uses the notation list[start:stop], where start is inclusive and stop is exclusive. This means the slice begins at index start and includes elements up to, but not including, index stop. Lists in Python are zero-indexed, so for client_locations = ["TX", "AZ", "UT", "NY"], the indices are: 0 # "TX", 1 # "AZ", 2 # "UT", 3 # "NY".
The slice client_locations[1:3] starts at index 1 and stops before index 3. Therefore, it includes elements at indices 1 and 2, which are "AZ" and "UT". The result is ["AZ", "UT"].
This slice rule is heavily emphasized in programming textbooks because it supports efficient sub-list extraction and is consistent across Python sequence types such as strings and tuples. It also helps avoid off-by-one errors by using an exclusive end boundary. The exclusive stop index makes it easy to take "the first n items" via [0:n] and to split sequences at a boundary without overlap. In practical software development, slicing is widely used for batching data, windowing in algorithms, and parsing structured inputs, making it an essential Python skill.

NEW QUESTION # 57
What is the time complexity of a quicksort algorithm?

- A. O(n)
- B. O(n log n)
- C. O(1)
- D. O(log n)

Answer: B

Explanation:
Quicksort is a divide-and-conquer sorting algorithm. It works by selecting a pivot element, partitioning the array into two subarrays (elements less than the pivot and elements greater than the pivot), and then recursively sorting those subarrays. In the average case, the partition step splits the array into roughly equal halves, so the recurrence is commonly written as (T(n) = T(n/2) + T(n/2) + O(n)), where (O(n)) is the cost of partitioning. This solves to (O(n \log n)), which is why quicksort is widely taught as an efficient general-purpose sorting method.
However, textbooks also emphasize that quicksort has a worst-case time complexity of (O(n