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WGU Foundations of Computer Science Sample Questions (Q41-Q46):

NEW QUESTION # 41
Which method converts the default smallest-to-largest index order of a list to instead be the opposite?

- A. flip()
- B. reverse()
- C. invert()
- D. sortDescending()

Answer: B

Explanation:
Python lists maintain an order, and sometimes you need to reverse that order so the last element becomes first and the first becomes last. The standard list method for reversing the elementsin placeis reverse(). For example, if nums = [1, 2, 3, 4], then nums.reverse() mutates the list so it becomes [4, 3, 2, 1]. This is a built-in operation taught in introductory programming texts because it is efficient and conceptually simple: it does not create a new list unless you explicitly copy the data.
It is important to distinguish reversing from sorting. Reversing changes the sequence order as-is, while sorting rearranges elements according to comparisons. The question refers to converting the index order to the opposite, which is reversing. If you wanted descendingsortedorder, you would typically use sort (reverse=True) or sorted(nums, reverse=True). But the direct method that reverses the list's order is reverse().
The other options are not standard Python list methods. sortDescending(), flip(), and invert() are not part of Python's built-in list API. Textbooks emphasize learning the correct method names because Python's standard library provides a consistent, widely used interface across programs. Thus, reverse() is the correct answer for reversing the index order of a list.

NEW QUESTION # 42
What is another term for the inputs into a function?

- A. Procedures
- B. Outputs
- C. Arguments
- D. Variables

Answer: C

Explanation:
In programming, a function takes inputs, performs computation, and may return an output. The standard term for a function's inputs isarguments(also commonly discussed alongside the closely related termparameters).
Textbooks typically distinguish the two:parametersare the names listed in the function definition, while argumentsare the actual values supplied when the function is called. For example, in def f(x, y):, x and y are parameters. In the call f(3, 5), 3 and 5 are arguments. Many introductory materials use "arguments" informally to refer to the inputs overall, which matches the wording of this question.
Options A, B, and C do not fit the textbook definition. "Variables" is too broad; inputs can be literals, expressions, or variables, but the conceptual role is "arguments." "Procedures" are callable units of code (often used in some languages to mean functions without return values), not the inputs. "Outputs" refers to returned results, not what you pass in.
Understanding arguments is important because it connects to call semantics, scope, and correctness.
Different languages support positional arguments, keyword arguments, default values, and variadic arguments (e.g., *args, **kwargs in Python). This flexibility shapes API design and influences how programmers structure reusable code.

NEW QUESTION # 43
Which aspect is excluded from a NumPy array's structure?

- A. The encryption key of the array
- B. The data pointer
- C. The data type or dtype pointer
- D. The shape of the array

Answer: A

Explanation:
A NumPy ndarray is designed for efficient numerical computing, and its structure is defined by metadata required to interpret a contiguous (or strided) block of memory as an n-dimensional array. Textbooks and NumPy's own conceptual model describe key components such as: adata buffer(where the raw bytes live), a data pointer(reference to the start of that buffer), thedtype(which specifies how to interpret each element's bytes-e.g., int32, float64), theshape(the size in each dimension), andstrides(how many bytes to step in memory to move along each dimension). Together, these allow fast indexing, slicing, and vectorized operations without Python-level loops.
Options A, B, and C are all part of what an array must track to function correctly: the array must know where its data is, how it is laid out (shape/strides), and how to interpret bytes (dtype). In contrast, anencryption key is not a concept that belongs to the internal representation of a numerical array. Encryption is a security mechanism applied at storage or transport layers (for example, encrypting a file on disk or encrypting data sent over a network), not something built into the in-memory structure of a NumPy array object.
Therefore, the aspect excluded from a NumPy array's structure is the encryption key.

NEW QUESTION # 44
What is the expected result of running the following code: list1[0] = "California"?

- A. The list will be extended by adding "California" at the end.
- B. The first value in the list will be replaced with "California".
- C. A second element will be added to the line "California".
- D. A new list will be created with the value "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 # 45
Which statement describes the relationship between trees and graphs?

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

Answer: A

Explanation:
In discrete mathematics and computer science, atreeis a special kind ofgraph. The standard graph-theory definition is that a tree is aconnected, acyclicundirected graph. "Acyclic" means it containsno 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 aforest(a disjoint union of trees) rather than a single tree. (Wikipedia) The idea of "levels" belongs to a particular computer-science representation called arooted 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 # 46
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