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WGU Foundations of Computer Science Sample Questions (Q49-Q54):

NEW QUESTION # 49
What are Python functions that belong to specific Python objects?

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

Answer: A

Explanation:
In object-oriented programming, amethodis 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. Amoduleis a file containing Python code, including function and class definitions. Ascriptis a Python program intended to be run directly. A libraryis 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 # 50
What is the method for changing an element in a Python list?

- A. Use the del keyword and the element's value
- B. Use square brackets and the equals sign
- C. Use curly brackets and the equals sign
- D. Use parentheses and the plus sign

Answer: B

Explanation:
In Python, a list is a mutable sequence, meaning its elements can be changed after the list is created. The standard textbook method for updating a specific element isindex assignment, which uses square brackets to select the position and the equals sign to assign a new value. For example, if nums = [10, 20, 30], then nums
[1] = 99 changes the element at index 1 from 20 to 99, producing [10, 99, 30]. This works because lists store references to objects and allow those references to be updated in-place.
Option B is incorrect because parentheses are used for function calls and tuples, and the plus sign typically performs concatenation (creating a new list) rather than modifying an existing element by position. Option C is incorrect because curly brackets denote dictionaries or sets, not lists. Option D is incorrect because del removes elements by index or slice (for example, del nums[1]), and it does not delete by "the element's value" unless you first find the index. Deleting is not the same as changing; deletion reduces the list's length and shifts later indices.
Index assignment is fundamental in list manipulation and appears in standard algorithms: updating counters, replacing sentinel values,

editing collections, and implementing in-place transformations efficiently without allocating a new list.

NEW QUESTION # 51
What is the purpose of the pointer element of each node in a linked list?

- A. To store the data value
- B. To indicate the next node
- C. To keep track of the list size
- D. To indicate the current position

Answer: B

Explanation:
In a singly linked list, each node is a small record that typically contains two main parts: a data field and a pointer field. The data field stores the actual value being kept in the list. The pointer field stores the address or reference of another node. The pointer element's purpose is to connect one node to the next by indicating where the next node is located in memory. This is essential because linked-list nodes are not stored in contiguous memory locations the way array elements are. Nodes may exist anywhere in memory, and the pointer is what preserves the logical sequence of the list.
This design supports efficient structural changes. For traversal, a program starts at the head node and repeatedly follows the pointer to reach subsequent nodes. For insertion, a new node can be added by adjusting a small number of pointers instead of shifting many elements, as would be required in an array. For deletion, the list can "skip over" a node by updating the pointer in the previous node to reference the node after the removed one. The end of the list is typically represented by a null pointer value, signaling there is no next node.
Keeping track of list size or current position is not the responsibility of each node's pointer field; these are usually handled by separate variables or computed during traversal.

NEW QUESTION # 52
What is traversal in the context of trees and graphs?

- A. The process of changing the value of nodes
- B. The process of removing all nodes
- C. The process of connecting all nodes
- D. The process of visiting all nodes

Answer: D

Explanation:
In data structures and algorithms,traversalrefers to systematicallyvisiting nodesin a tree or graph in order to process them. "Visiting" typically means performing some operation at each node, such as reading its value, marking it as seen, computing a property, or collecting it into an output structure. Traversal is foundational because many algorithms-search, path finding, connectivity checks, topological analysis, and evaluation of expressions-are built on traversal patterns.
Intrees, traversal has classic forms: preorder, inorder, and postorder depth-first traversals, as well as breadth- first traversal (level-order). Each defines a rule for the order in which nodes are visited relative to their children. Ingraphs, traversal must additionally handle the possibility of cycles and multiple paths; textbooks therefore emphasize maintaining a "visited" set to avoid infinite loops. The two principal graph traversal strategies areDepth-First Search (DFS)andBreadth-First Search (BFS). DFS explores along a path as far as possible before backtracking, while BFS explores layer by layer outward from a start node.
Options A, B, and C do not define traversal. Changing values may happen during traversal, but it is not what traversal means. Removing all nodes is deletion, not traversal. Connecting all nodes is not a standard traversal concept. The correct definition is the process of visiting all nodes (typically reachable from a starting node, or all nodes in the structure if fully connected).

NEW QUESTION # 53
How can someone subset the last two rows and columns of a 2D NumPy array?

- A. array[-1:, -1:]
- B. array[:, -2:]
- C. array[-2:, -2:]
- D. array[-2:, :]

Answer: C

Explanation:
NumPy slicing uses the same start/stop rules as Python sequences, and it also supports negative indices to count from the end. In a 2D array, slicing is written as array[rows, columns]. To get thelast two rows, you use
-2: in the row position, meaning "start two rows from the end and go to the end." Similarly, to get thelast two columns, you use -2: in the column position. Combining these gives array[-2:, -2:], which selects the bottom- right 2×2 subarray.
Option A, array[-2:, :], selects the last two rows butall columns, so it is not restricted to the last two columns.
Option D, array[:, -2:], selects all rows but only the last two columns. Option B, array[-1:, -1:], selects only the last row and the last column, producing a 1×1 (or 1×1 view) subarray, not a 2×2.
This kind of slicing is widely taught because it is essential for matrix operations, extracting submatrices, working with sliding windows, and manipulating image or time-series data where "take the last k observations/features" is common. Negative indexing reduces errors and makes code clearer, especially compared with computing explicit indices like array[rows-2:rows, cols-2:cols].

NEW QUESTION # 54
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