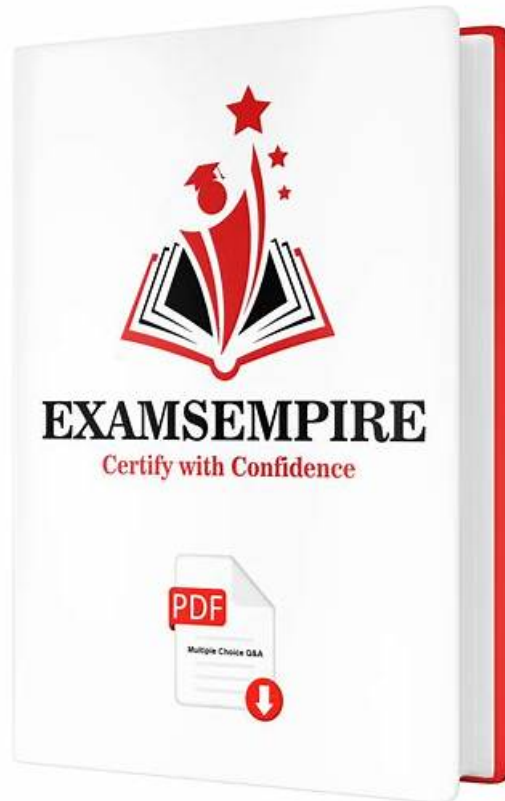


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WGU Foundations of Computer Science Sample Questions (Q54-Q59):

NEW QUESTION # 54

How is a NumPy array named `data` with 6 elements reshaped into a 2x3 array?

- A. `data.set_shape(2, 3)`
- B. `np.reshape(list, (2, 3))`
- C. `data.reshape[2, 3]`
- D. `np.reshape(data, (2, 3))`

Answer: D

Explanation:

Reshaping is the operation of changing the "view" of an array so that the same elements are arranged with new dimensions. In NumPy, reshaping is possible when the total number of elements stays the same. A 2x3 array contains 6 elements, so a 1D array `data` of length 6 can be reshaped into shape (2, 3) without adding or removing values. Textbooks stress this invariant: the product of the dimensions must equal the original size.

NumPy provides two standard reshaping interfaces: the function `np.reshape(data, (2, 3))` and the method `data.reshape(2, 3)` (or `data.reshape((2, 3))`).

Option A is correct because it uses the official NumPy function with the proper arguments: the original array and the target shape. The shape is passed as a tuple describing rows and columns.

Option B is incorrect because `np_reshape` is not the correct NumPy function name, and it references an unrelated identifier `list`.

Option C is incorrect because NumPy arrays do not provide a `set_shape` method like that. Option D is not valid NumPy syntax for reshaping.

Reshaping is fundamental in data analysis and machine learning; it converts flat vectors into matrices, prepares batches of samples, and aligns dimensions for matrix multiplication and broadcasting.

NEW QUESTION # 55

How is the NumPy package imported into a Python session?

- A. `import numpy as np`
- B. `using numpy`
- C. `include numpy`
- D. `import num_py`

Answer: A

Explanation:

In Python, external libraries are brought into a program using the `import` statement. NumPy, which provides the `ndarray` type and a large collection of numerical computing functions, is conventionally imported with an alias for convenience. The standard and widely taught pattern is `import numpy as np`. This imports the `numpy` module and binds it to the shorter name `np`, making code more readable and reducing repeated typing, especially in mathematical expressions such as `np.array(...)`, `np.mean(...)`, or `np.dot(...)`.

Option A is incorrect because the module name is `numpy`, not `num_py`. Options C and D resemble syntax from other languages (for example, "using" in C# or "include" in C/C++), but they are not valid Python import mechanisms. Python's module system is based on imports, and the aliasing feature (as `np`) is built into the import statement.

Textbooks also emphasize that importing a package requires that it be installed in the active Python environment. If NumPy is not installed, `import numpy as np` will raise an `ImportError` (or `ModuleNotFoundError` in modern Python). Once imported, the alias `np` is used consistently in scientific computing materials, notebooks, and professional data analysis codebases, which is why this option is considered the correct and expected answer.

NEW QUESTION # 56

Which action is taken if the first number is the lowest value in a selection sort?

- A. The first number is increased by one.
- B. It swaps the selected element with the last unsorted element.
- C. The first number is duplicated.
- D. It swaps the selected element with the first unsorted element.

Answer: D

Explanation:

Selection sort works by maintaining a boundary between a sorted prefix and an unsorted suffix. On each pass, the algorithm finds the smallest value in the unsorted portion and places it into the first position of that unsorted portion (which is also the next position in the sorted prefix). This is usually done by swapping the element at the minimum's index with the element at the boundary index (the "first unsorted element"). That description matches option D.

If the first element of the unsorted portion is already the smallest, then the minimum's index equals the boundary index. In textbook implementations, the algorithm may still execute a swap operation, but it becomes a swap of an element with itself (a no-op), leaving the array unchanged. Many implementations include a small optimization: perform the swap only if the minimum index differs from the boundary index.

Either way, conceptually the "action taken" by selection sort is still "swap the selected minimum into the first unsorted position," which is exactly what option D states.

Options A and B are unrelated to sorting; selection sort never increases or duplicates values. Option C is incorrect because selection sort swaps the minimum with the first unsorted element, not the last. After the swap (or no-op), the sorted region grows by one element, and the algorithm repeats from the next boundary position.

This logic is fundamental for understanding how selection sort ensures correctness: after pass i , the smallest $i+1$ elements are fixed in their final positions.

NEW QUESTION # 57

Which type of sorting algorithm starts at the first position and moves the pointer until the end of the list, determining the lowest value?

- A. Pointer sort
- B. Progressive sort
- C. Selection sort
- D. Incremental sort

Answer: C

Explanation:

Selection sort is the algorithm that repeatedly scans the unsorted portion of a list to find the lowest (or highest) value and then places it into its correct position in the sorted portion. It begins at the first index (position 0) and treats that as the boundary between sorted and unsorted regions. On the first pass, it moves a scanning pointer through the entire list to determine the minimum element and swaps it into position 0. On the second pass, it starts from position 1, scans to the end to find the next minimum, and swaps it into position 1.

This continues until the list is sorted.

This matches the question's description: "starts at the first position and moves the pointer until the end of the list, determining the lowest value." Textbooks often describe selection sort with two indices: one for the current boundary position and one for scanning the remainder of the list to find the minimum. The algorithm is simple and uses $O(1)$ extra space, but it is inefficient for large lists because it performs $O(n^2)$ comparisons regardless of input order.

The other options are not standard algorithm names in typical computer science curricula. While many sorting algorithms exist (insertion sort, merge sort, quicksort, heap sort), "incremental," "progressive," and "pointer sort" are not canonical textbook algorithms in this context. Therefore, the correct answer is selection sort.

NEW QUESTION # 58

Which order is impossible when traversing a binary tree using depth first search?

- A. Level-order traversal
- B. In-order traversal
- C. Post-order traversal
- D. Pre-order traversal

Answer: A

Explanation:

Depth-first search (DFS) explores a tree by going as deep as possible along a branch before backtracking. In binary trees, DFS gives rise to the classic traversal orders pre-order, in-order, and post-order, each defined by when you "visit" the node relative to its left and right subtrees. Pre-order visits the node first, then left subtree, then right subtree. In-order visits left subtree, then the node, then right subtree. Post-order visits left subtree, then right subtree, then the node. These are all DFS-based because they fully explore subtrees before moving sideways to another branch.

Level-order traversal is different: it visits nodes layer by layer from the root outward (all nodes at depth 0, then depth 1, then depth 2,

etc.). This is a hallmark of breadth-first search (BFS), not DFS. Textbooks emphasize this distinction because DFS and BFS have different properties: BFS naturally finds shortest paths in unweighted graphs and produces level-order traversal in trees, while DFS is useful for tasks like topological sorting, cycle detection, and exploring structure recursively. Therefore, the traversal order that is impossible to produce as a depth-first traversal of a binary tree is level-order traversal. The DFS orders (pre-, in-, post-) are all achievable by depth-first strategies, typically implemented recursively or with an explicit stack.

NEW QUESTION # 59

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