

# Latest DASCA SDS Exam Labs & Test SDS Engine Version

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## SDS EXAM – NBRC LATEST 2025-2026 REVISED UPDATE EXAM QUESTIONS AND ANSWERS| COMPREHENSIVE EXAM

Describe the anatomic position an esophageal pH catheter should be placed - Answer-Cather tip should be 5cm above the upper border of the lower esophageal sphincter

Another name for the disinfecting agent Cidex?

How long for this agent to disinfect?

How long for this agent to sterilize - Answer-Alkaline glutaraldehyde

10 min

10 hours

Another name for the disinfecting agent Sonacide?

How long for this agent to disinfect?

How long for this agent to sterilize? - Answer-Acid glutaraldehyde

10 min

1 hour

An ECG tracing shows a beat with an irregular rhythm, QRS >0.12sec, and a varying rate. The sleep tech would classify this as - Answer-PVC

Regular practice can give you the skills and confidence needed to perform well on your SDS exam. By practicing your Senior Data Scientist (SDS) exam regularly, you can increase your chances of success and make sure that all of your hard work pays off when it comes time to take the test. We understand that every Senior Data Scientist (SDS) exam taker has different preferences. To make sure that our DASCA SDS preparation material is accessible to everyone, we made it available in three different formats.

This is the most unique and helpful method of DASCA SDS exam preparation. Web-based practice exam helps you study with more concentration because it gives you a simulated DASCA SDS exam environment. This helps you in preventing DASCA SDS Exam anxiety and also gives you a broad insight into the DASCA SDS exam pattern. You can get examination experience before the actual Senior Data Scientist (SDS) exam.

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## Test DASCA SDS Engine Version & Dumps SDS Guide

About the oncoming SDS exam, every exam candidates are wishing to utilize all intellectual and technical skills to solve the obstacles ahead of them to go as well as it possibly could. So the pending exam causes a panic among the exam candidates. The help of our SDS Exam prepare is just in time. In the present posture, our SDS study materials are your best choice. We provide you with excellent prepare materials for you to pass the exam and get the certification.

## DASCA Senior Data Scientist Sample Questions (Q16-Q21):

### NEW QUESTION # 16

Which of the following is NOT an example of the applications of neural networks?

- A. Stock market prediction
- B. None of the above
- C. Character recognition
- D. Image compression
- E. Traveling salesman's problem

**Answer: E**

Explanation:

Neural networks have been widely applied in various domains:

Option A (Character recognition): Correct application - neural networks are highly effective for OCR (Optical Character Recognition).

Option B (Stock market prediction): Correct application - neural networks are used to model time-series and nonlinear patterns in finance.

Option D (Image compression): Correct application - neural nets (autoencoders) are used for dimensionality reduction and compression.

Option C (Traveling salesman's problem): NOT a typical neural network application. This is a combinatorial optimization problem usually solved with heuristics, dynamic programming, or optimization algorithms (not standard neural networks).

Thus, the correct answer is Option C (Traveling salesman's problem).

Reference:

DASCA Data Scientist Knowledge Framework (DSKF) - Machine Learning Applications of Neural Networks.

### NEW QUESTION # 17

Which classification steps are performed in inductive techniques?

- i. Training Step
- ii. Test Step
- iii. Validation Step
- iv. Application Step

- A. i, ii, iv
- B. i, ii, iii, iv
- C. i, ii
- D. ii, iii

**Answer: B**

Explanation:

Inductive learning techniques in machine learning (such as decision trees, neural networks, or SVMs) follow a systematic sequence of steps for classification:

Training Step (i): A model is built using training data, where the system learns relationships between features and target labels.

Test Step (ii): The trained model is evaluated on unseen test data to measure its performance and generalizability.

Validation Step (iii): Often, a validation set is used to fine-tune model parameters, avoid overfitting, and choose the best model configuration.

Application Step (iv): The final validated model is applied to classify new, real-world data.

Since all four steps (i, ii, iii, iv) are essential to inductive classification, the correct answer is Option D (i, ii, iii, iv).

Reference:

DASCA Data Scientist Knowledge Framework (DSKF) - Analytics & Machine Learning: Classification and Inductive Learning Techniques.

### NEW QUESTION # 18

Data wrangling is the process of getting the data from:

- A. None of the above
- B. Its modified meaning format into something suitable for more conventional analytics

- C. Its raw format into something suitable for more conventional analytics
- D. Both A and B

**Answer: C**

Explanation:

Data wrangling (also called data munging) refers to transforming raw, messy, or unstructured data into a clean and structured format suitable for analysis.

Option A: Correct. Raw data often contains missing values, duplicates, or irregular formats. Wrangling prepares it for conventional analytics and machine learning.

Option B: Incorrect. Wrangling does not involve "modified meaning"; it focuses on cleaning, structuring, and integrating.

Option C: Incorrect, since only A is correct.

Option D: Incorrect, because wrangling is explicitly described in A.

Thus, the correct answer is Option A.

Reference:

DASCA Data Scientist Knowledge Framework (DSKF) - Data Engineering Practices: Data Wrangling & Preprocessing.

### NEW QUESTION # 19

Designing an algorithm to play chess is usually an example of which type of machine learning?

- A. Supervised learning
- B. Clustering
- C. Reinforcement learning
- D. Pattern density

**Answer: C**

Explanation:

Chess-playing algorithms are a classic application of Reinforcement Learning (RL) in machine learning.

In RL, an agent (chess program) interacts with an environment (chessboard/game state).

It learns optimal strategies (policies) by trial and error, guided by reward signals (e.g., winning the game, capturing pieces).

Famous examples include DeepMind's AlphaZero and earlier systems like IBM's Deep Blue, which incorporated reinforcement principles along with heuristics.

Option B (Pattern density): Not a recognized ML paradigm.

Option C (Supervised learning): While supervised ML can be used to predict moves from labeled games, chess strategy learning is best modeled as reinforcement learning.

Option D (Clustering): Not applicable; clustering is unsupervised grouping of data.

Thus, chess-playing algorithms are best categorized as Reinforcement Learning # Option A.

Reference:

DASCA Data Scientist Knowledge Framework (DSKF) - Reinforcement Learning Applications: Games & Autonomous Systems.

### NEW QUESTION # 20

Which of the following is an example of graphical model?

- A. Both A and C
- B. Bayesian Networks
- C. Both A and B
- D. Geographical Networks
- E. Markov Random Fields

**Answer: C**

Explanation:

Graphical models are probabilistic models that represent variables and dependencies using graphs:

Markov Random Fields (Option A): Undirected graphical models that capture joint distributions over variables with neighborhood dependencies.

Bayesian Networks (Option B): Directed acyclic graphical models that encode conditional dependencies between random variables.

Geographical Networks (Option C): While they are graphs, they are not probabilistic graphical models used in statistics/ML.

Thus, the correct answer is Option D (Both A and B).

