Marking Guide – Web3 Development and Machine Learning Mock Exam

1. 01. HTML is a programming language?

Answer: False (F) – HTML is a markup language.

1. 02. Supervised learning requires labeled data?

Answer: True (T)

1. 03. <img> tag displays videos?

Answer: False (F) – It displays images.

1. 04. Match Tags:  
   a. <a> – 3  
   b. <p> – 1  
   c. <img> – 2

Answer: a-3, b-1, c-2

1. 05. What is Web 3.0 known for?

Answer: B. Decentralized applications and blockchain

1. 06. Language for Ethereum smart contracts?

Answer: C. Solidity

1. 07. What is training data?

Answer: C. The data used to train the model

1. 08. Learning with labeled data?

Answer: A. Supervised learning

1. 09. Match HTTP codes:  
   a. 200 – 2  
   b. 404 – 1  
   c. 500 – 3

Answer: a-2, b-1, c-3

1. 10. Main purpose of blockchain?

Answer: B. Decentralized and transparent transactions

1. 11. Role of miners?

Answer: C. To validate transactions and add them to the blockchain

1. 12. Match Web 3.0 concepts:  
   A – 2  
   B – 1  
   C – 3  
   D – 4

Answer: A-2, B-1, C-3, D-4

1. 13. Best algorithm for price prediction?

Answer: B. Linear Regression

1. 14. First step for DeFi app on Ethereum?

Answer: B. Write a smart contract in Solidity

1. 15. Ensure ML model generalizes well?

Answer: B. Apply regularization to avoid overfitting

1. 16. Reason for slow transactions?

Answer: B. High gas usage and network congestion

1. 17. Secure personal data storage method?

Answer: B. Decentralized storage and encryption

1. 18. Best metric for imbalanced data?

Answer: B. Precision and Recall

1. 19. ML model for fraud detection approach?

Answer: A. Collect → Preprocess → Train → Evaluate → Deploy

1. 20a. Elements of smart contract?

Answer: Address of participants, rules, token reward logic, accuracy verification method

1. 20b. Reward mechanism?

Answer: Evaluate accuracy → If above threshold → Reward with tokens

1. 21. Best pipeline for low-latency ML on Ethereum?

Answer: B) ONNX Runtime → TVM compiler → zkML proof → Smart contract