Name					
UA Email					
other person, someone can	or Al to help yo pick up your q	ou during the quiz. Wuiz and study guide.	hen you are do Once your quiz	not access the internet, and one, raise your hand so has been picked up, you one are still taking the quiz.	•
Question 1. F	out the letter fo	r the best answer			
	~	lescribes SML's type	system?		
•	static, and inf				
•	dynamic, and	ed on annotations			
•	,	sed on annotations			
•		pased on annotations	3		
Which of the f A. strong B. strong C. weak, D. strong	ollowing best of static, and information of the static, and bast static, and static,		pe system?		
Question 3. F	out the letter fo	r the best answer			
In Python, the A. dynamic ty D. inheritance		B. polymorphism E. block scoping	ample of what? C. static type	e checking	
Ouestion 4	Out the letter fo	r the best answer			
-				re is an example of what?	
A. overloading D. subtype po	l	B. parametric polyn E. inheritance		C. parameter coercion	

Question 5. Put the letter for the best answer .....

For which types of applications is pattern matching particularly useful for creating solutions that are both concise and easy to maintain?

- A. Applications involving low-level memory management.
- B. Applications requiring structured data processing, such as compilers and interpreters.
- C. Applications focused on graphical user interface design.
- D. Applications that rely heavily on mutable state and side effects.

<b>Question 6.</b> Put the letter for the best answer					
A. Parallelism focuses on performing multiple tasks simultaneously, while concurrency	,				
involves managing multiple tasks that can progress independently.					
B. Concurrency requires multiple processors, whereas parallelism can run on a single					
processor.					
<ul> <li>C. Parallelism is about dividing tasks into smaller parts, while concurrency focuses on execution order.</li> </ul>	task				
D. Concurrency guarantees tasks will execute at the same time, while parallelism does	s not.				
Question 7. Put the letter for the best answer					
What is the primary difference between syntax and semantics in programming languages?					
<ul> <li>A. Syntax defines how a program behaves during execution; semantics defines how it written.</li> </ul>	is				
B. Syntax refers to how code is structured; semantics refers to what the code means.					
C. Syntax is used to optimize performance; semantics is used to format output.					
D. Syntax determines memory layout; semantics determines variable types.					
Question 8. Put the letter for the best answer					
Which of the following is an example of a memory issue in programming?					
<ul><li>A. Dangling pointers, where a pointer references memory that has been deallocated.</li><li>B. Use-after-free errors, where memory is accessed after it has been freed.</li></ul>					
C. Buffer overflows, where data is written beyond the allocated memory bounds.					
D. Memory leaks, where allocated memory is no longer reachable but not reclaimed.					
E. All of the above.					
<b>Question 9.</b> Put the letter for the best answer					
1 fun foo [] = []					
2   foo (x::xs) = x :: foo xs;					
What is the result of foo [1,2,3,4,5]?					
A. 5 B. 1 C. [1,2,3,4,5] D. [5,4,3,2,1]					
E. There is no result because the function will infinitely recurse.					
Question 10. Put the letter for the best answer					
Consider the following Prolog code: $foo(X,Y) = sibling(X,P)$ , $parent(P,Y)$ .					
Assuming there is a database of "parent" facts where parent(S,T) means that "S is a parent					
of T" and sibling(A,B) means "A and B are siblings", what does foo(V,W) mean?					
A. V is the grandchild of W B. V is the sibling of W C. V is the grandparent of V	Ν				
D. V is the aunt or uncle of W E. None of the above					