First Quarter Exam

Data Structures and Algorithms by Larry David

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- 1. Which of the following is a software design pattern that separates the creation of objects from their usage? A. Observer B. Factory C. Decorator D. Singleton E. Facade
- 2. What is the output of the following code?
- 3. What are the characteristics of a well-designed RESTful API?
- 4. Write a Python function to calculate the factorial of a non-negative integer using recursion.
- 5. Write a Python function to calculate the Fibonacci sequence.
- 6. Write a Python function to find the square root of a number using the Newton-Raphson method.
- 7. Which of the following are benefits of using a version control system? A. [] Easy debugging B. [] History tracking C. [] Enhancing code quality D. [] Automatic code deployment E. [] Faster development
- 8. Which of the following are benefits of using a version control system? A. [] History tracking B. [] Collaboration C. [] Automatic bug fixes D. [] Code review E. [] Backup
- 9. Which programming language was created by Guido van Rossum? A. Java B. Python C. C++ D. Ruby E. Perl
- 10. Which of the following is a popular relational database management system? A. MongoDB B. Redis C. Cassandra D. SQLite E. Elasticsearch
- 11. Which programming paradigm emphasizes immutability and pure functions? A. Procedural B. Object-Oriented C. Functional D. Structured E. Scripting
- 12. Which of the following are key benefits of pair programming? A. [] Reduced development time B. [] Increased code quality C. [] Limited communication D. [] Enhanced team collaboration E. [] Higher bug density
- 13. Which of the following are Python frameworks for web development? A. [] Django B. [] Flask C. [] React D. [] Vue.js E. [] Angular
- 14. Which of the following is an example of a programming language? A. HTML B. CSS C. Python D. JSON E. XML
- 15. What is the output of the following code?

16. Which of the following is a fundamental principle of object-oriented programming? A. Abstraction B. Global variables C. Code duplication D. Monolithic architecture E. Linear programming