Congratulations! You passed!

Grade received 80% **Latest Submission Grade** 80% **To pass** 80% or higher

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1. What should be done when presented with a technical problem where the solution is not immediately obvious? **1 / 1 point**

- (•) Ask questions.
- ( ) Ask the interviewer how they would solve the problem.
- ( ) Move the conversation along and try not to draw attention.

Correct
That's correct. It can be that the question was posed in a way you were unfamiliar with, or discussing the problem might give you some clarity.

2. During a technical interview, is it better to rely on the work of others, or code everything yourself? **0 / 1 point**

- (•) Write as much code as you can to show off your skills.
- ( ) Use the data structures, but don't use any other external implementation.
- ( ) Use code written by others.

Incorrect
Not quite. Please review the reading **Pseudocode step by step** in Module 1, Lesson 2: **The coding interview**.

3. Given an array that represents sock colors: `Sock_colors = [3,3,2,1,1,3,5,1,4,2],` how many pairs of the same color socks exist? **1 / 1 point**

- (•) 3
- ( ) 4
- ( ) 2

Correct
That's correct. Socks 1, 3, 4, and 5 are odd.

4. It is best to remain silent when writing code during a technical interview. **1 / 1 point**

- ○ True
- ◉ False

Correct
That's correct. The interviewer is there to assess your ability in a short space of time. You may not get a chance to implement all of your ideas. Drawing rough solutions on a whiteboard and explaining your thought process can give them insights into how you think.

5. Should I ask questions in an interview? **1 / 1 point**

- ◉ Yes. Ask questions for clarity or during an appropriate time.
- ○ Yes. Asking questions can run down the interview clock and so avoid awkward questions.
- ○ Yes, but only when the conversation looks like it is going to help the interviewer along.

Correct
Correct. It is natural that you will have questions about the company that you may be working for. However you will be given time at the end to find this information out. Though you may be unsure of a question directed at you and want some clarity. In this instance it is also a good idea to ask questions.

6. What is the STAR method? **1 / 1 point**

- ○ A coding practice with 4 key components.
- ◉ A structured approach to answering questions.
- ○ A stellar answer to a good question.

Correct
That's correct. The STAR methods refers to (Situation, Task, Action, Result), it is away of structuring answers in an interview that will give the interview some good scope into your thought process.

7. What is meant by transfer rate in relation to a CPU? **1 / 1 point**

- ○ The rate at which instructions are processed.
- ○ The rate at which a processor can convert input from a terminal.
- ◉ The rate at which memory is transferred into cache.

Correct
That's correct. CPU processes cache memory. The transfer rate refers to how fast information can be transferred from memory into cache.

8. When engaged with a coding interview what sorts of tests should you aim to include? **0 / 1 point**

- ○ Unit tests
- ◉ Functional tests
- ○ Integration tests

Incorrect
Not quite. Please review the reading on **Testing your solution** in lModule 1, Lesson 2: **The coding interview.**

9. Which memory location is closest to the CPU? **1 / 1 point**

- ○ Main memory
- ◉ Cache
- ○ Secondary memory

Correct
That's correct. A cache is located closest to the CPU so has the quickest access.

10. When designing a solution it is best to: **1 / 1 point**

- ○ Tackle every problem as it arises.
- ◉ Planning an outline, engaging the main obstacles, looking at the potential solutions and constantly reviewing.
- ○ Doing a quick sketch then implementing everything on the page.

Correct
That's correct. Planning is important and will need to be revised when new aspects of the project are met over the course of implementing it.