Congratulations! You passed!

Grade received 90%
Latest Submission Grade 90%
To pass 80% or higher

Go to next item

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

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

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

- ○ Use code written by others.
- ◉ Write as much code as you can to show off your skills.

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, but only when the conversation looks like it is going to help the interviewer along.
- ○ Yes. Asking questions can run down the interview clock and so avoid awkward questions.

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 structured approach to answering questions.

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? 1 / 1 point

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

Correct
That's correct. All testing is important, but you will only have so much time in an interview. Unit tests are simple tests that are easily implemented and will demonstrate your propensity to test while still leaving you time to complete a workable solution.

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

- ◉ Cache

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

- (●) Cache
- ( ) Secondary memory
- ( ) Main memory

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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

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

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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.

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