

FAST ENTERPRISES IC INTERVIEW PRACTICE TEST (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

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- 1. How should missing data in datasets during analysis be handled?**
 - A. Investigate cause, use domain-appropriate imputation, remove or flag, document assumptions, and perform sensitivity analysis.
 - B. Ignore missing data and proceed.
 - C. Remove all rows with missing data without analysis.
 - D. Assume missing data is zero.
- 2. What is the difference between passing by value and passing by reference?**
 - A. Passing by value copies the value into the parameter; passing by reference passes the memory location, allowing mutation outside the method.
 - B. Passing by value passes memory location; passing by reference copies the value.
 - C. Both strategies always copy the data; there is no difference.
 - D. Passing by reference creates a constant copy of the value.
- 3. If a manager sets an earlier deadline than originally planned, what is an appropriate first step?**
 - A. Verify the timeline privately with the manager and discuss corrections if needed.
 - B. Publicly call out the mistake in a team meeting.
 - C. Change the deadline unilaterally without discussion.
 - D. Ignore the deadline and proceed as planned.
- 4. What final range did the method estimate Denver has for ATMs?**
 - A. 300-350
 - B. 450-500
 - C. 350-400
 - D. 500-600
- 5. Which architecture is most cost-effective for sporadic, event-driven workloads?**
 - A. Monolithic
 - B. Microservices
 - C. Serverless
 - D. Client-Server

6. What is a SQL query to find duplicates in a table?

- A. `SELECT column_list, COUNT(*) FROM table GROUP BY column_list HAVING COUNT(*) > 1;`
- B. `SELECT DISTINCT column_list FROM table;`
- C. `DELETE FROM table WHERE id IN (SELECT id FROM table GROUP BY column_list HAVING COUNT(*) > 1);`
- D. `SELECT * FROM table WHERE COUNT(*) > 1;`

7. Which SQL query finds the top 3 customers by total order value from an orders table?

- A. `SELECT customer_id, SUM(order_value) AS total FROM orders GROUP BY customer_id ORDER BY total DESC LIMIT 3;`
- B. `SELECT TOP 3 customer_id, SUM(order_value) AS total FROM orders GROUP BY customer_id ORDER BY total DESC;`
- C. `SELECT customer_id, MAX(order_value) FROM orders GROUP BY customer_id;`
- D. `SELECT customer_id, SUM(order_value) AS total FROM orders ORDER BY total DESC LIMIT 3;`

8. Which statement best describes recursion?

- A. It solves a problem by repeatedly executing the same approach on progressively smaller subproblems until a simple case is reached.
- B. It uses a fixed number of repeated steps defined by a loop counter.
- C. It stores intermediate results in a queue for later processing.
- D. It translates high-level instructions into machine code.

9. Why are unit tests important in an enterprise ERP project, and what should you typically mock?

- A. They verify isolated logic; mock external systems, databases, and services.
- B. They test the entire integrated system end-to-end.
- C. They are optional and only test UI.
- D. They replace all other testing types.

10. Which statement best describes defining a variable?

- A. Assigning to a variable updates the variable's value.
- B. Defining a variable creates a function.
- C. Definition assigns memory to a variable to be used later.
- D. Assigning a value creates memory for a new variable.

Answers

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1. A
2. A
3. A
4. C
5. C
6. A
7. A
8. A
9. D
10. C

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Explanations

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1. How should missing data in datasets during analysis be handled?

- A. Investigate cause, use domain-appropriate imputation, remove or flag, document assumptions, and perform sensitivity analysis.
- B. Ignore missing data and proceed.
- C. Remove all rows with missing data without analysis.
- D. Assume missing data is zero.

Handling missing data is about balancing bias, information retention, and reproducibility. Start by figuring out why data are missing, because the reason guides which methods are appropriate. If data are missing due to random chance or related to observed factors (a missingness mechanism like MCAR or MAR), you can use imputation methods that leverage available information. Choosing a domain-appropriate imputation means picking techniques that respect the data type and relationships in your field—simple mean substitution is often inadequate, while approaches like regression-based imputation or multiple imputation can provide less biased estimates by reflecting uncertainty about the missing values. When imputation isn't suitable, it's important to remove or flag problematic records in a transparent way so analyses aren't distorted, and to clearly document the assumptions you're making about the missing data. Finally, perform sensitivity analyses to see how results change under different missing-data assumptions or imputation methods; if conclusions hold across scenarios, confidence increases. Simply ignoring missing data or discarding all rows with gaps wastes information and can bias results, and assuming missing values are zero can drastically distort distributions and relationships.

2. What is the difference between passing by value and passing by reference?

- A. Passing by value copies the value into the parameter; passing by reference passes the memory location, allowing mutation outside the method.
- B. Passing by value passes memory location; passing by reference copies the value.
- C. Both strategies always copy the data; there is no difference.
- D. Passing by reference creates a constant copy of the value.

The main idea is how the function receives the argument: by copying the value or by referencing the original memory. When you pass by value, a new copy of the data is created for the parameter, so any changes made inside the function don't affect the original variable outside. When you pass by reference, the function gets a reference to the actual data, meaning it can modify the original variable that was passed in; this can be more efficient for large data and enables the function to change external state. A practical way to implement this is using reference parameters or pointers, depending on the language. This is why the correct description says value passing copies the value into the parameter, while reference passing passes the memory location, allowing mutation outside the method.

3. If a manager sets an earlier deadline than originally planned, what is an appropriate first step?

- A. Verify the timeline privately with the manager and discuss corrections if needed.**
- B. Publicly call out the mistake in a team meeting.
- C. Change the deadline unilaterally without discussion.
- D. Ignore the deadline and proceed as planned.

When deadlines shift, the priority is to communicate calmly and confirm the new timeline with the person who set it. The first step is to verify the updated deadline privately with the manager and discuss any impact or constraints. This approach preserves trust, gathers the necessary context, and allows you to understand why the change was made before moving forward. It also sets the stage for a collaborative solution, such as adjusting tasks, resources, or priorities, and then communicating the outcome to the team. Publicly calling out a mistake can create unnecessary tension and undermine relationships, while changing the deadline unilaterally or ignoring it bypasses essential discussion and planning.

4. What final range did the method estimate Denver has for ATMs?

- A. 300-350
- B. 450-500
- C. 350-400**
- D. 500-600

Estimating a quantity like the number of ATMs in a city always involves some uncertainty. The method combines various inputs—growth of the city, typical ATM density per area, and how many are in banks vs. independent locations—and produces a central estimate plus a margin that reflects possible error in those inputs and in the modeling. If the central estimate is around the mid-300s and the method accounts for uncertainty, the final range tends to narrow to a window that realistically covers where the true value could lie. A final range of 350-400 indicates the method expects about three to four hundred ATMs at most, but not far below three hundred. This range fits the data-driven center while allowing for typical variation in input assumptions, making it the most plausible interval among the options.

5. Which architecture is most cost-effective for sporadic, event-driven workloads?

- A. Monolithic
- B. Microservices
- C. Serverless**
- D. Client-Server

For workloads that happen only occasionally and are triggered by events, the most cost-effective approach is one that charges only for actual work and scales to zero when idle. Serverless fits this pattern perfectly: you write functions that run in response to events, and the cloud provider handles the rest, so you don't pay for idle compute. You're billed per invocation and for the execution time used, which means costs rise only when the workload occurs and automatically shrink back to zero when there's no activity. Monolithic architectures require provisioning a fixed capacity to handle peak load, so idle time still costs money. Microservices add modularity but involve running multiple services and orchestration layers, which can accumulate costs and complexity—especially if several components stay active to be ready. Client-server is a traditional setup that generally involves keeping servers up and running, again leading to ongoing costs even when demand is low. Keep in mind serverless can bring challenges like cold starts and limits on long-running tasks, but for sporadic, event-driven workloads, the pay-per-use, auto-scaling nature makes it the most cost-effective choice.

6. What is a SQL query to find duplicates in a table?

- A. SELECT column_list, COUNT(*) FROM table GROUP BY column_list HAVING COUNT(*) > 1;
- B. SELECT DISTINCT column_list FROM table;
- C. DELETE FROM table WHERE id IN (SELECT id FROM table GROUP BY column_list HAVING COUNT(*) > 1);
- D. SELECT * FROM table WHERE COUNT(*) > 1;

To find duplicates, you identify the columns that define a row and group by those columns, then count how many rows fall into each group. If a group has more than one row, that combination is duplicated. The best option does exactly that: it groups by the specified columns, counts the rows in each group, and uses HAVING COUNT(*) > 1 to keep only the groups that appear more than once. This returns the duplicate values (and their counts), which is precisely what you need to identify duplicates. The other approaches don't fit. Selecting distinct values returns only unique combinations, not the duplicates themselves. The delete approach shown isn't a correct or reliable way to identify duplicates and relies on a subquery that isn't valid SQL in this form. And filtering with COUNT(*) in a WHERE clause isn't allowed because aggregates can't be used in WHERE without a preceding GROUP BY or a subquery.

7. Which SQL query finds the top 3 customers by total order value from an orders table?

- A. SELECT customer_id, SUM(order_value) AS total FROM orders GROUP BY customer_id ORDER BY total DESC LIMIT 3;
- B. SELECT TOP 3 customer_id, SUM(order_value) AS total FROM orders GROUP BY customer_id ORDER BY total DESC;
- C. SELECT customer_id, MAX(order_value) FROM orders GROUP BY customer_id;
- D. SELECT customer_id, SUM(order_value) AS total FROM orders ORDER BY total DESC LIMIT 3;

To get the top spenders, you first need to sum up how much each customer spent across all their orders, then pick the three highest totals. The best query does exactly that: it groups rows by customer_id, calculates SUM(order_value) as total for each customer, orders the results by that total in descending order, and then limits the output to 3 rows. This yields the three customers with the largest combined order value. Using TOP instead of LIMIT can work in some SQL dialects, but it isn't as portable across databases. Using MAX(order_value) would return only the largest single order per customer, not the total across all orders. And omitting GROUP BY would not produce per-customer totals and may cause an error since you're aggregating without grouping the customer_id.

8. Which statement best describes recursion?

- A. It solves a problem by repeatedly executing the same approach on progressively smaller subproblems until a simple case is reached.
- B. It uses a fixed number of repeated steps defined by a loop counter.
- C. It stores intermediate results in a queue for later processing.
- D. It translates high-level instructions into machine code.

Recursion is solving a problem by breaking it into smaller subproblems and solving them with the same approach, continuing until a simple base case is reached. This means the same rule is applied repeatedly to progressively smaller instances, with a base case providing the stop. A classic example is factorial: $n! = n \times (n-1)!$, with $0!$ defined as 1, which shows how the problem reduces step by step to a straightforward conclusion. The other descriptions point to different ideas—repeating a fixed number of steps via a loop is iterative control flow, storing intermediate results in a queue relates to buffering or certain data-management strategies, and translating high-level instructions into machine code is what a compiler does.

9. Why are unit tests important in an enterprise ERP project, and what should you typically mock?

- A. They verify isolated logic; mock external systems, databases, and services.
- B. They test the entire integrated system end-to-end.
- C. They are optional and only test UI.
- D. They replace all other testing types.

Unit tests focus on small, well-defined pieces of code in isolation, so you can verify their behavior without the noise from external systems. In an enterprise ERP project, this means checking each piece of business logic, calculation, or utility function on its own, ensuring it behaves correctly under a variety of controlled inputs. To achieve that isolation, you typically mock everything the unit interacts with: database access, external services and APIs, message queues, file I/O, time-dependent functions, configuration, and ERP connectors. By replacing real dependencies with fake, predictable substitutes, you can drive precise scenarios, test edge cases, and confirm that the unit responds as expected regardless of the external environment. This approach makes tests fast and repeatable, helps diagnose failures quickly, and supports safe refactoring. Unit tests are essential but not sufficient on their own; they complement other testing types. Integration tests verify how components work together, end-to-end tests validate complete user flows across the system, and UI tests cover the user interface layer. In ERP projects, mocking the data layer and external integrations is crucial to keep tests reliable and focused on the intended logic while still validating core behavior.

10. Which statement best describes defining a variable?

- A. Assigning to a variable updates the variable's value.
- B. Defining a variable creates a function.
- C. Definition assigns memory to a variable to be used later.
- D. Assigning a value creates memory for a new variable.

Defining a variable means reserving a storage location in memory for that variable and giving it a name (and typically a type). This allocation happens so that there is a place in memory ready to hold a value later. That's why the statement describing defining a variable is that memory is assigned to a variable to be used later. Once the storage exists, you can assign a value to it, which simply writes into that pre-allocated space. Assigning updates the value stored, but does not create the storage itself. Creating a function is not about variable storage, and saying that assigning creates memory for a new variable isn't accurate because the memory is allocated at definition, not at assignment. For example, in many languages you'd see something like an `int x`; which defines and allocates space for `x`, and then `x = 5`; which assigns a value to that space.

Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://fastenterprisesicint.examzify.com>

We wish you the very best on your exam journey. You've got this!

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