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tags: - cocubes - pyq - research

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# PYQ Research Method and Limits

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## What was researched

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This vault uses:

1. public CoCubes sample material;
2. public archived/question-report pages;
3. candidate interview experiences that explicitly say a test was conducted on CoCubes;
4. official Aon preparation guidance for the gamified abilities.

## What this vault does not claim

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- It does not claim to contain every previous question.
- It does not claim an old employer configuration will repeat exactly.
- It does not reproduce a proprietary/private question bank.
- It does not treat unauthenticated social-media claims as certain fact.

## How to use this research

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Use it to identify patterns, not to memorise answers:

- Reported loop/output questions → master [\[\[04\\_Pseudocode/Dry\\_Run\\_Method|dry-running\]\]](#).
- Reported subnet/page-fault/serializability questions → learn definitions and one worked example.
- Reported coding on unit digits/card totals → practise number cycles and linear scans.
- Reported game names/abilities → use [\[\[06\\_Gamified\\_Assessment/Game\\_Playbook|the game playbook\]\]](#).

## Confidence hierarchy

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| Source type                            | Best use                                  | Confidence |
|----------------------------------------|-------------------------------------------|------------|
| official assessment material           | question style and stated ability         | high       |
| candidate experience with date/company | realistic themes, coding level            | medium     |
| third-party practice page              | additional examples, not official pattern | lower      |

[\[\[07\\_PYQ\\_Research/Public\\_PYQ\\_Patterns|Public PYQ patterns\]\]](#) · [\[\[99\\_Sources|Source list\]\]](#)