

Testking Scripting-and-Programming-Foundations Learning Materials, Scripting-and-Programming-Foundations Reliable Exam Guide

WGU C173 SCRIPTING AND PROGRAMMING FOUNDATIONS (UNIT 8) TEST

Compiled language - ANSWER A programming language which is first compiled into machine code, and it can subsequently run only on that particular machine type.

Programs written using the compiled languages tend to run much faster than that of interpreted ones.

Compiler- ANSWER A computer program specifically developed to read a whole program and translate it to a lower level language and thus to the processor assembly language.

Interpreted language - ANSWER A language with no compilation, and executed directly by some other program.

The other program is called the interpreter, that carries out - or executes- interprets-, the language statements one line at a time. Interpreted languages may have a slightly more gentle learning curve because compilation can be avoided. Such languages are also more portable, running on any machine having an interpreter.

Scripting language - ANSWER A simple programming language that's limited to performing a set of specialized tasks.

Interpreter - ANSWER A program that translates a higher-level program into a lower-level language and executes it, carrying out parts of the program before the translation of the whole program is complete.

Statistically typed - ANSWER A language whose variable types do not dynamically change during execution.

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WGU Scripting-and-Programming-Foundations Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"> Using Fundamental Programming Elements: This section of the exam measures skills of Entry Level Programmers and covers the use of basic programming components required in everyday tasks. It includes working with variables, loops, conditions, and simple logic to perform common operations. The focus is on applying these elements correctly to complete small programming assignments in a clear and organized way.
Topic 2	<ul style="list-style-type: none"> Identifying Scripts for Computer Program Requirements: This section of the exam measures the skills of Junior Software Developers and covers the ability to match a task with the correct script or programming approach. It highlights how different scripts can satisfy specific requirements and how to recognize the right structure for a given programming problem.
Topic 3	<ul style="list-style-type: none"> Scripting and Programming Foundations: This section of the exam measures the skills of Junior Software Developers and covers the essential building blocks of programming. It focuses on variables, data types, flow control, and basic design concepts. Learners understand how programming logic works and how different languages handle similar tasks. The section also introduces the difference between interpreted and compiled languages in a simple and practical way.
Topic 4	<ul style="list-style-type: none"> Explaining Logic and Outcomes of Simple Algorithms: This section of the exam measures the skills of Entry Level Programmers and covers the ability to read simple algorithms and understand how they work. It focuses on predicting outputs, understanding step by step logic, and identifying how basic instructions create a final result. The goal is to help learners understand algorithm reasoning without requiring advanced coding knowledge.

WGU Scripting and Programming Foundations Exam Sample Questions (Q57-Q62):

NEW QUESTION # 57

What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

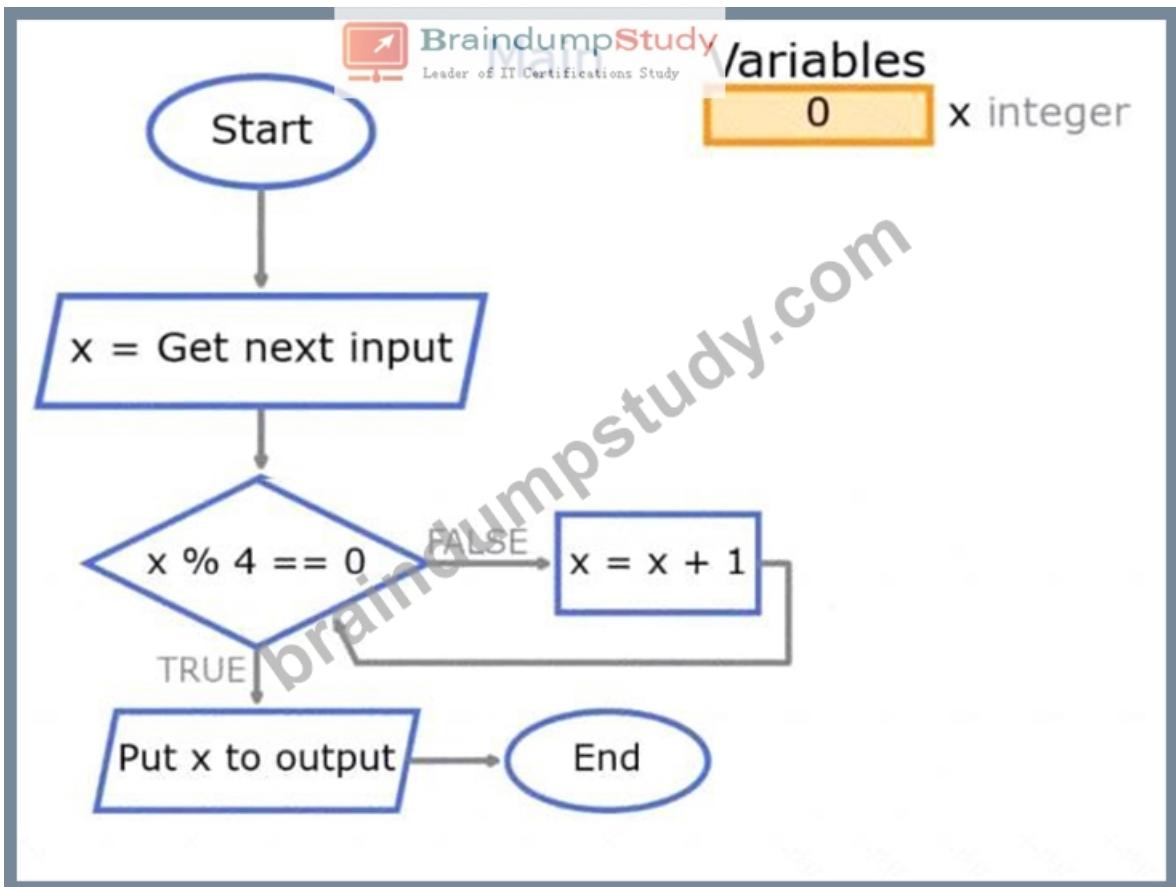
- A. variable float gpa
- B. constant int gpa
- C. variable int gpa
- D. constant float gpa

Answer: A

Explanation:

A student's grade point average (GPA) is a numerical representation that typically includes a decimal to account for the precision of the average (e.g., 3.75). Therefore, it should be declared as a floating-point data type to accommodate the decimal part. Since a student's GPA can change over time with the addition of new grades, it should be declared as a variable rather than a constant.

NEW QUESTION # 58



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What is the output of the given flowchart if the input is 54?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: C

Explanation:

- * Start with the input value (in this case, 54).
- * Follow the flowchart's paths and apply the operations as indicated by the symbols and connectors.
- * The rectangles represent processes or actions to be taken.
- * The diamonds represent decision points where you will need to answer yes or no and follow the corresponding path.
- * The parallelograms represent inputs/outputs within the flowchart.
- * Use the input value and apply the operations as you move through the flowchart from start to finish.

References:

* Flowchart analysis is based on the understanding of flowchart symbols and their meanings, which can be found in resources such as ASQ's guide to flowcharts¹ and Asana's explanation of flowchart symbols².

To determine the correct answer, you would need to apply the input value of 54 to the flowchart and follow the steps until you reach the end, noting the output value. If you encounter any decision points, evaluate the condition with the current value and choose the path accordingly. By the end of the flowchart, you should have the final output value which corresponds to one of the options provided.

NEW QUESTION # 59

Which kind of languages are C, C++ and Java?

- A. Interpreted
- B. Compiled
- C. Markup
- D. Machine code

Answer: B

Explanation:

C, C++, and Java are all considered compiled languages. This means that the code written in these languages is not executed directly by the hardware but must first be translated into machine code by a compiler.

* C is a general-purpose programming language that is compiled to generate machine code which can be executed directly by the computer's CPU1.

* C++ is an extension of C that includes object-oriented features. It is also a compiled language, where the source code is converted into machine code that can be executed by the CPU2.

* Java is a bit unique because it is compiled into bytecode, which is then run on a virtual machine (JVM) rather than directly by the CPU. However, it is still considered a compiled language because the source code is compiled before it is executed2.

NEW QUESTION # 60

Which action occurs the design phase of an agile process?

- A. Writing the required objects
- B. Determining the goals of the project.
- C. Determining the functions that need to be written
- D. Deciding on the scope of the program

Answer: C

Explanation:

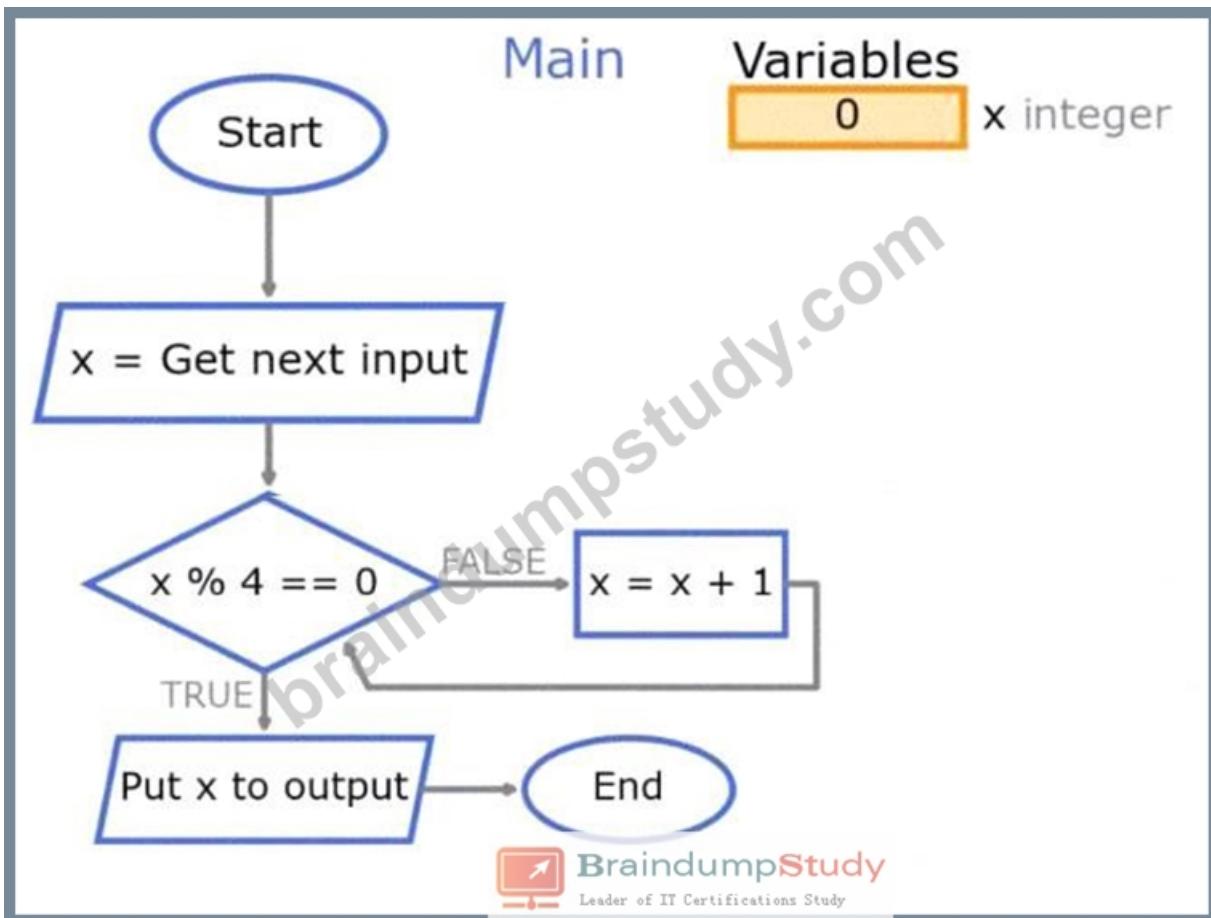
During the design phase of an agile process, the focus is on determining the functions that need to be written.

This involves understanding the user requirements and defining the system architecture to meet those needs.

The design phase is iterative, allowing for continuous refinement and improvement of the design as more is learned about the system and its users. It's a collaborative effort involving designers, developers, and stakeholders to ensure that the functions align with the goals of the project and the needs of the users.

References: The explanation is based on the agile design principles which emphasize iterative development, collaboration, and adaptability. Agile design processes guide the creation of software by focusing on customer needs and iterative improvement

NEW QUESTION # 61



What is the output of the given flowchart if the input is 54?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: C

Explanation:

- * Start with the input value (in this case, 54).
- * Follow the flowchart's paths and apply the operations as indicated by the symbols and connectors.
- * The rectangles represent processes or actions to be taken.
- * The diamonds represent decision points where you will need to answer yes or no and follow the corresponding path.
- * The parallelograms represent inputs/outputs within the flowchart.
- * Use the input value and apply the operations as you move through the flowchart from start to finish.

NEW QUESTION # 62

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