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WGU - Scripting and Programming Foundations - D278

What does a programmer do first to use an existing programming library? - ANSWER Include the library

What relationship is common among a programming library's functions? - ANSWER Functions all relate to the same purpose.

What is an advantage of using a programming library? - ANSWER The code has already been tested.

Which language is dynamically typed? - ANSWER Python

Which language is not built on object-oriented design principles? - ANSWER C

A language substantially supports a programmer creating items like person, teacher, and students. Each item has internal data and some operations.

Which characteristic describes that language? - ANSWER Object-oriented

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

Topic	Details

Topic 1	<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.
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"> • 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 4	<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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q31-Q36):

NEW QUESTION # 31

What are two example of valid function calls?
Choose 2 answers.

- A. function Sample (float 2.0)
- B. round_number(4.723, 2)
- **C. Printsample()**
- D. convort_value(12) returns cVal
- **E. GetHeight(integer 3, integer 4)**
- F. CountFactors(96 integer)

Answer: C,E

Explanation:

A; round_number(4.723, 2) - This is not a valid function call because there is no function named round_number defined in the given context.

B: convort_value(12) - This is not a valid function call either. Additionally, the expected return value "cVal" seems to be a typo or an incorrect value.

C: Printsample() - This is a valid function call. It invokes the function named Printsample.

D: CountFactors(96 integer) - This is not a valid function call. The parameter "integer" should not be included in the function call.

E: function Sample(float 2.0) - This is not a valid function call. The function name should not start with the keyword "function," and

the parameter "float 2.0" is not correctly formatted.

F: GetHeight(integer 3, integer 4) - This is a valid function call. It calls the function GetHeight with two integer arguments: 3 and 4.

References

* GeeksforGeeks: Function Calling in Programming

* Stack Overflow: Different ways to call a function

NEW QUESTION # 32

Which output results from the given algorithm?

i = 61

d = 6

c = 0

while i >= d

c = c + 1

i = i - d

Put c to output

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

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The algorithm counts how many times d can be subtracted from i until i is less than d, effectively computing the integer division i / d .

According to foundational programming principles, we trace the loop execution.

* Initial State:

* i = 61, d = 6, c = 0.

* Loop Execution:

* While i >= d (i.e., 61 >= 6):

* c = c + 1 (increment counter).

* i = i - d (subtract d from i).

* Iterations:

* 1: i = 61, c = 0 + 1 = 1, i = 61 - 6 = 55.

* 2: i = 55, c = 1 + 1 = 2, i = 55 - 6 = 49.

* 3: i = 49, c = 2 + 1 = 3, i = 49 - 6 = 43.

* 4: i = 43, c = 3 + 1 = 4, i = 43 - 6 = 37.

* 5: i = 37, c = 4 + 1 = 5, i = 37 - 6 = 31.

* 6: i = 31, c = 5 + 1 = 6, i = 31 - 6 = 25.

* 7: i = 25, c = 6 + 1 = 7, i = 25 - 6 = 19.

* 8: i = 19, c = 7 + 1 = 8, i = 19 - 6 = 13.

* 9: i = 13, c = 8 + 1 = 9, i = 13 - 6 = 7.

* 10: i = 7, c = 9 + 1 = 10, i = 7 - 6 = 1.

* Stop: i = 1 < 6, exit loop.

* Output: Put c to output outputs c = 10.

* Verification: $61 \div 6 = 10$ (integer division), with remainder 1 (since $61 - 6 * 10 = 1$).

* Option A: "1." Incorrect. This would occur after one iteration.

* Option B: "5." Incorrect. This is too low; c reaches 10.

* Option C: "10." Correct. Matches the count of subtractions.

* Option D: "60." Incorrect. This is unrelated to the algorithm's logic.

Certiport Scripting and Programming Foundations Study Guide (Section on Loops and Counters).

Python Documentation: "While Loops" (https://docs.python.org/3/reference/compound_stmts.html#while).

W3Schools: "C While Loop" (https://www.w3schools.com/c/c_while_loop.php).

NEW QUESTION # 33

Which term refers to a function that represents the number of fixed-size memory units used for an input of a given size?

- A. Space complexity
- B. Linear search
- C. Computational complexity
- D. Runtime

Answer: A

Explanation:

Space complexity refers to the amount of memory space required by an algorithm in relation to the size of the input data. It is a function, often denoted as $S(N)$, that represents the number of fixed-size memory units used by the algorithm for an input of size N . For example, if an algorithm needs to create a new array that is the same size as the input array, its space complexity would be linear, or $O(N)$, where N is the size of the input array. This term is crucial in evaluating the efficiency of an algorithm, especially when working with large data sets or in systems with limited memory resources.

NEW QUESTION # 34

A software developer creates a list of all objects and functions that will be used in a board game application and then begins to write the code for each object. Which two phases of the Agile approach are being carried out?

- A. Analysis and implementation
- B. Design and testing
- C. Design and implementation
- D. Analysis and design

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The tasks described involve creating a technical plan (listing objects and functions) and coding (writing the objects). According to foundational programming principles and Agile methodologies, these correspond to the design phase (planning the structure) and the implementation phase (coding).

* Agile Phases Analysis:

* Analysis: Defines requirements (e.g., "the game must support players and moves").

* Design: Specifies technical components (e.g., objects like Player, Board, and functions like makeMove()).

* Implementation: Writes the code for the specified components.

* Testing: Verifies the code works as intended.

* Tasks Breakdown:

* Creating a list of objects and functions: This is a design task, as it involves planning the program's structure (e.g., class diagrams or function signatures).

* Writing the code for each object: This is an implementation task, as it involves coding the objects (e.g., implementing the Player class).

* Option A: "Analysis and design." This is incorrect. Analysis defines high-level requirements, not the specific objects and functions, which are part of design.

* Option B: "Design and implementation." This is correct. Designing the list of objects and functions occurs in the design phase, and writing their code occurs in the implementation phase.

* Option C: "Analysis and implementation." This is incorrect. Analysis does not involve listing technical components like objects and functions.

* Option D: "Design and testing." This is incorrect. Testing verifies the coded objects, not the act of creating their list or writing their code.

Certiport Scripting and Programming Foundations Study Guide (Section on Agile Phases).

Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).

Agile Alliance: "Design and Implementation" (<https://www.agilealliance.org/glossary/design/>).

NEW QUESTION # 35

A sequence diagram is shown:

□ What is the purpose of a sequence diagram?

- A. It illustrates the communication steps for a particular software scenario.
- B. It outlines the potential actions of a user
- C. It depicts program operations, branches, and loops.

- D. It outlines the needed computations.

Answer: A

Explanation:

A sequence diagram is a type of interaction diagram that details how operations are carried out within a system. It is used to model the interactions between objects or components in a sequence that reflects the order of operations, particularly focusing on the messages exchanged between these objects over time. The vertical axis of a sequence diagram represents time, and the horizontal axis represents the objects involved in the interaction. The purpose of a sequence diagram is to illustrate the sequence of messages or events that occur between these objects, typically in the context of a specific use case or scenario within the software system.

NEW QUESTION # 36

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