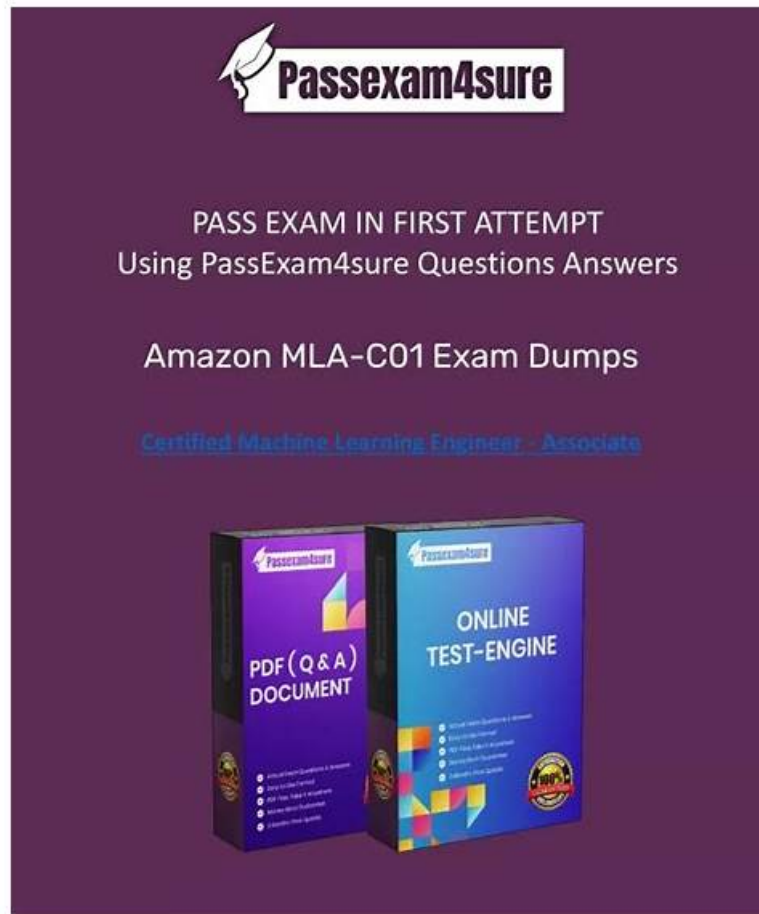# Get Useful Reliable Scripting-and-Programming-Foundations Dumps and Pass Exam in First Attempt

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

Topic	Details
Topic 1	• 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 2	• 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 3	• 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 4	• 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.

WGU Scripting and Programming Foundations Exam Sample Questions (Q85-Q90):

NEW QUESTION # 85
What is the out of the given pseudocode?

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

Answer: C

Explanation:
The pseudocode provided appears to be a loop that calculates the sum of numbers. Without seeing the exact pseudocode, I can deduce based on common programming patterns that if the loop is designed to add numbers from 1 to 5, the sum would be $1 + 2 + 3 + 4 + 5$, which equals 15. This is a typical example of a series where the sum of the first n natural numbers is given by the formula $2n(n+1)$
, and in this case, with n being 5, the sum is
$25(5+1)=15$
References: This answer is based on the standard algorithm for the sum of an arithmetic series and common looping constructs in programming. The formula for the sum of the first n natural numbers is a well-known result in mathematics and is often used in computer science to describe the behavior of loops and series calculations.

NEW QUESTION # 86

A programmer has been hired to create an inventory system for the books in a library. What is the waterfall phase in which waterfall outlining all the functions that need to be written to support the inventory system?

- A. Testing
- B. Design
- C. Analysis
- D. Implementation

Answer: B

Explanation:

In the Waterfall model of software development, the phase where all functions that need to be written to support the inventory system would be outlined is the Design phase. This phase is critical as it translates the requirements gathered during the analysis phase into a blueprint for constructing the system. It involves two subphases: logical design and physical design. The logical design subphase is where possible solutions are brainstormed and theorized, while the physical design subphase is when those theoretical ideas and schemas are turned into concrete specifications12.

NEW QUESTION # 87

Which is one characteristic of an object-oriented language that is not a characteristic of a procedural or functional language?

- A. The language supports decomposing a program into objects that interact with one another.
- B. The language treats programs as evaluating mathematical functions.
- C. The language is based on the concept of modular programming and the calling of a subroutine.
- D. The language is optimized for recursive programming.

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Object-oriented programming (OOP) languages are distinguished by their use of objects, which encapsulate data and behavior, and support features like inheritance, polymorphism, and encapsulation. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), this object-based approach is unique to OOP and not inherent to procedural or functional paradigms.

* Option A: "The language is optimized for recursive programming." This is incorrect. Recursion is a technique supported by many languages across paradigms, including procedural (e.g., C), functional (e.

g., Haskell), and object-oriented (e.g., Java). It is not unique to OOP.

* Option B: "The language is based on the concept of modular programming and the calling of a subroutine." This is incorrect. Modular programming and subroutines (functions or procedures) are central to procedural languages (e.g., C) and also supported in functional languages. While OOP languages support modularity, this is not their distinguishing feature.

* Option C: "The language treats programs as evaluating mathematical functions." This is incorrect. This describes functional programming languages (e.g., Haskell, Lisp), which emphasize immutability and function evaluation, not OOP.

* Option D: "The language supports decomposing a program into objects that interact with one another." This is correct. OOP languages (e.g., Java, C++, Python) are characterized by organizing code into objects that encapsulate data and methods, interacting through messages or method calls. This is not a feature of procedural (e.g., C) or functional (e.g., Scheme) languages, which focus on procedures or functions, respectively.

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

Python Documentation: "Classes" (https://docs.python.org/3/tutorial/classes.html).

W3Schools: "Java OOP" (https://www.w3schools.com/java/java_oop.asp).

NEW QUESTION # 88

Which output results from the given algorithm?

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

Answer: A

Explanation:

The algorithm depicted in the image is a simple loop that iterates 5 times. Each iteration multiplies the current value of i by 2 and adds it to the variable sum. The loop starts with i equal to 1 and sum equal to 0. Here's the breakdown:

* First iteration: i = 1, sum = 0 + (1 * 2) = 2
* Second iteration: i = 2, sum = 2 + (2 * 2) = 6
* Third iteration: i = 3, sum = 6 + (3 * 2) = 12
* Fourth iteration: i = 4, sum = 12 + (4 * 2) = 20
* Fifth iteration: i = 5, sum = 20 + (5 * 2) = 30

However, the algorithm includes a condition that checks if sum is greater than 10. If this condition is true, the algorithm outputs the value of i and stops. This condition is met during the third iteration, where sum becomes
12. Therefore, the algorithm outputs the value of i at that point, which is 3.

NEW QUESTION # 89

Given integer x = 12 and integer y = 4
What is the value of the expression x + y12?

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

Answer: C

Explanation:
The expression given is (x + y