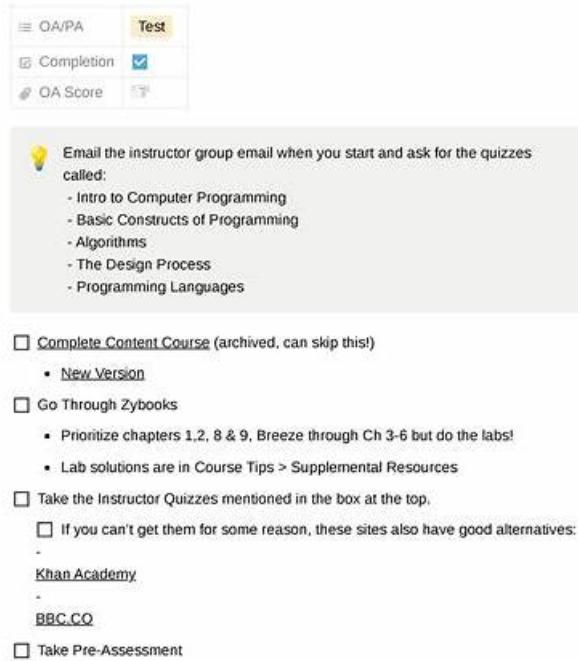


Scripting-and-Programming-Foundations Real Questions, Scripting-and-Programming-Foundations Best Practice

Scripting and Programming - Foundations



Email the instructor group email when you start and ask for the quizzes called:

- Intro to Computer Programming
- Basic Constructs of Programming
- Algorithms
- The Design Process
- Programming Languages

[Complete Content Course](#) (archived, can skip this!)

- [New Version](#)

[Go Through Zybooks](#)

- Prioritize chapters 1,2, 8 & 9. Breeze through Ch 3-6 but do the labs!
- Lab solutions are in Course Tips > Supplemental Resources

[Take the Instructor Quizzes mentioned in the box at the top.](#)

- If you can't get them for some reason, these sites also have good alternatives:
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 - [BBC.CO](#)

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WGU Scripting and Programming Foundations Exam Sample Questions (Q19-Q24):

NEW QUESTION # 19

Which three statements describe a characteristic of a programming library?

- A. One library will contain one function but can have several variables.
- B. Libraries improve a programmer's productivity.
- C. A single program can only include one library.
- D. Using libraries will always make a program run less efficiently.
- E. A library typically must be included before any function in the library is used
- F. A single library normally includes more than one function.

Answer: B,E,F

Explanation:

A programming library is a collection of pre-written code that developers can use to optimize tasks and improve productivity. Here's why the selected statements are correct:

- * A: Libraries must be included or imported into your program before you can use the functions or objects they contain. This is because the program needs to know where to find the code it's executing12.
- * B: A library typically includes multiple functions, objects, or classes that are related to a specific task or area of functionality. This allows developers to reuse code efficiently12.
- * D: By providing pre-written code, libraries save developers time and effort, which in turn improves their productivity. Instead of writing code from scratch, developers can focus on the unique aspects of their project12.

The other options are incorrect because:

- * C: While it's true that poorly designed libraries can affect performance, well-designed libraries can actually make programs more efficient by providing optimized code.
- * E: A single program can include multiple libraries as needed. There's no limit to the number of libraries a program can use.
- * F: Libraries often contain multiple functions and variables, not just one function.

NEW QUESTION # 20

A software developer determines the mathematical operations that a calculator program should support.

Which two Waterfall approach phases are involved?

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

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Determining the mathematical operations (e.g., addition, subtraction, multiplication) for a calculator program involves defining what the program should do (requirements) and planning how to achieve it (technical specifications). According to foundational programming principles, this spans the analysis and design phases in the Waterfall methodology.

- * Waterfall Phases Analysis:
 - * Analysis: The developer identifies the requirements, such as which operations the calculator must support (e.g., "must perform addition, subtraction, etc.").
 - * Design: The developer specifies how these operations will be implemented (e.g., defining functions like add(), subtract(), or their algorithms).
 - * Implementation: Codes the operations.
 - * Testing: Verifies the operations work correctly.
- * Option A: "Analysis and design." This is correct. Analysis determines the operations needed (requirements), and design outlines

their technical specifications (e.g., function signatures or algorithms).

* Option B: "Design and implementation." This is incorrect. Implementation involves coding the operations, not determining which operations are needed.

* Option C: "Implementation and testing." This is incorrect. These phases occur after the operations are determined, focusing on coding and verification.

* Option D: "Design and testing." This is incorrect. Testing verifies the implemented operations, not their determination.

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

Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).

Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Analysis and Design).

NEW QUESTION # 21

Which two types of operators are found in the code snippet not (g != S)?

- A. Assignment and arithmetic
- B. Equality and logical
- C. Logical and arithmetic
- D. Equality and arithmetic

Answer: B

Explanation:

The code snippet not (g != S) contains two types of operators:

* Equality Operator (!=): The expression g != S checks whether the value of g is not equal to the value of S. The != operator is used for comparison and returns True if the values are different, otherwise False.

* Logical Operator (not): The not operator is a logical negation operator. It inverts the truth value of a Boolean expression. In this case, not (g != S) evaluates to True if g is equal to S, and False otherwise.

Therefore, the combination of these two operators results in the overall expression not (g != S).

NEW QUESTION # 22

What is an accurate way to describe a statically typed language?

- A. It uses methods that produce consistent output based upon the arguments passed to those methods.
- B. It requires a large number of variables and variable conversions because of the need to commit to a variable type throughout the life of the program
- C. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.
- D. It is based on the concept of modularization and calling procedures or subroutines.

Answer: B

Explanation:

A statically typed language is one where the type of a variable is known at compile time. This means that the type of each variable must be declared and does not change throughout the program's execution. While this can lead to a larger number of variable declarations and sometimes conversions, it also allows for type checking at compile time, which can catch many errors before the program runs. Statically typed languages include Java, C, C++, and others123.

NEW QUESTION # 23

What is one task that could be accomplished using a while loop?

- A. A user is asked to enter a password repeatedly until either a correct password is entered or five attempts have been made.
- B. After inputting two numbers, the program prints out the larger of the two.
- C. When the user inputs a number, the program outputs "True" when the number is a multiple of 10.
- D. The user inputs an integer, and the program prints out whether the number is even or odd and whether the number is positive, negative, or zero.

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A while loop repeatedly executes a block of code as long as a condition is true, making it suitable for tasks requiring iteration until a condition changes. According to foundational programming principles, while loops are ideal for scenarios with an unknown number of iterations or conditional repetition.

* Option A: "When the user inputs a number, the program outputs 'True' when the number is a multiple of 10." This is incorrect. This task requires a single check (number % 10 == 0), which can be done with an if statement, not a loop.

* Option B: "The user inputs an integer, and the program prints out whether the number is even or odd and whether the number is positive, negative, or zero." This is incorrect. This task involves a single input and multiple conditional checks, handled by if statements, not a loop.

* Option C: "After inputting two numbers, the program prints out the larger of the two." This is incorrect.

Comparing two numbers requires a single if statement (e.g., if(a > b)), not a loop.

* Option D: "A user is asked to enter a password repeatedly until either a correct password is entered or five attempts have been made." This is correct. This task requires repeated input until a condition is met (correct password or five attempts), which is ideal for a while loop. For example, in Python:

```
attempts = 0
while attempts < 5 and input("Password: ") != "correct":
    attempts += 1
```

Certiport Scripting and Programming Foundations Study Guide (Section on Control Structures: Loops).

Python Documentation: "While Statements" (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 # 24

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