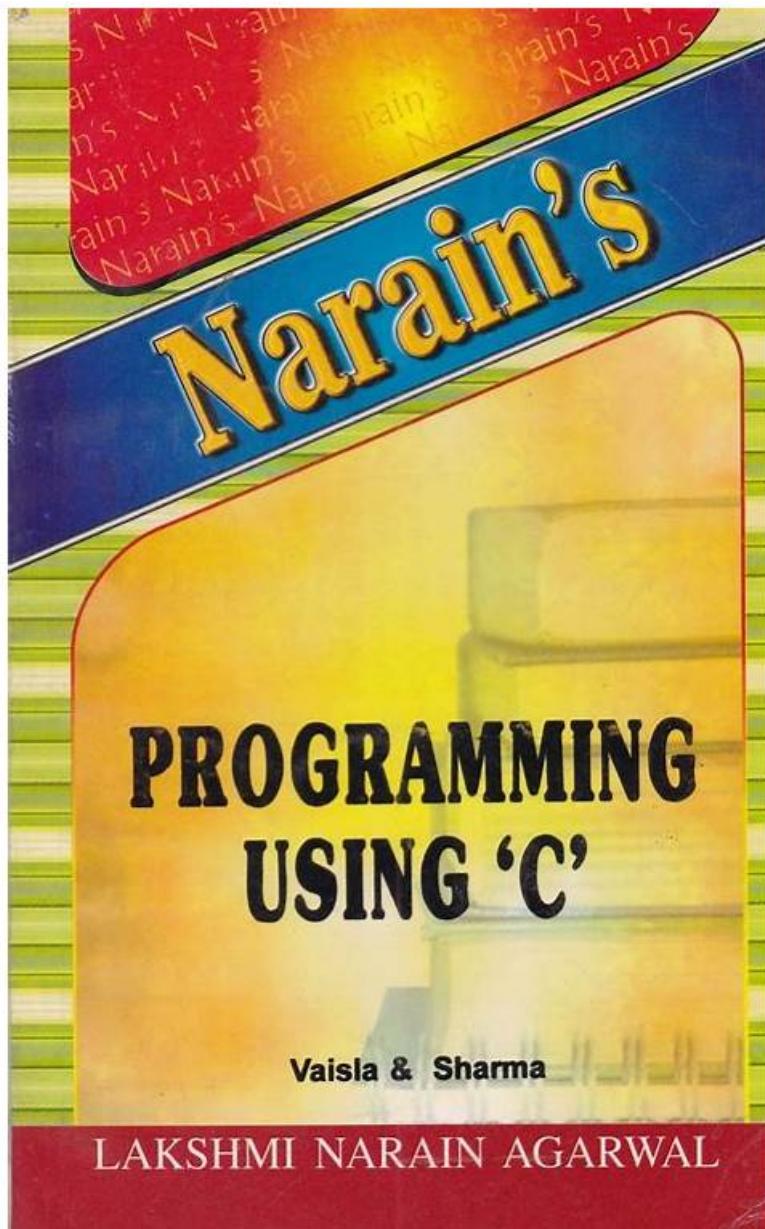


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WGU Scripting-and-Programming-Foundations Exam Syllabus Topics:

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"> 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"> 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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q122-Q127):

NEW QUESTION # 122

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.

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

Answer: A

Explanation:

The process described involves two main phases: first, the developer is designing the application by creating a list of all objects and functions (the design phase), and then they are writing the code for each object (the implementation phase). This aligns with option C, Design and Implementation. Analysis would involve understanding the requirements or problems the software will address, which is not mentioned in the scenario.

Testing is a separate phase that typically occurs after implementation to ensure the code works as intended.

NEW QUESTION # 123

Which value would require an integer as a data type?

- A. The cost of a dinner including tax and tip.
- B. An approximation of the number pi to five decimal places.
- **C. The number of students in a section.**
- D. The weights of every patient involved in a pharmaceutical trial.

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

An integer data type is used for whole numbers without fractional parts. According to foundational programming principles, values that represent counts or discrete quantities typically use integers, while values with decimal points or fractional components use floating-point types.

- * Option A: "The cost of a dinner including tax and tip." This is incorrect. Costs typically involve decimal values (e.g., \$24.99), requiring a floating-point type (e.g., float or double) to handle cents.
- * Option B: "An approximation of the number pi to five decimal places." This is incorrect. Pi approximated to five decimal places (e.g., 3.14159) is a decimal number, requiring a floating-point type, not an integer.
- * Option C: "The weights of every patient involved in a pharmaceutical trial." This is incorrect. Weights (e.g., 70.5 kg) typically include decimal points for precision, requiring a floating-point type.
- * Option D: "The number of students in a section." This is correct. The number of students is a whole number (e.g., 25), which is represented by an integer data type (e.g., int in C or Python).

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

Python Documentation: "Built-in Types" (<https://docs.python.org/3/library/stdtypes.html>).

W3Schools: "C Data Types" (https://www.w3schools.com/c/c_data_types.php).

NEW QUESTION # 124

Which two operators are found in the snippet not (g != 8)?

Choose 2 answers.

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

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The snippet not (g != 8) contains two operators: not (logical NOT) and != (not equal, an equality operator).

According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), operators are categorized by their function, such as logical, equality, arithmetic, or assignment.

* Snippet Analysis:

- * not: A logical operator that negates a boolean expression (e.g., not True yields False).
- * !=: An equality operator that checks if two values are not equal (e.g., g != 8 returns True if g is not 8).
- * Option A: "Equality and logical." This is correct. The snippet includes != (equality) and not (logical).
- * Option B: "Logical and arithmetic." This is incorrect. There are no arithmetic operators (e.g., +, -, *, /) in the snippet.
- * Option C: "Equality and arithmetic." This is incorrect. The snippet lacks arithmetic operators.
- * Option D: "Assignment and arithmetic." This is incorrect. There are no assignment operators (e.g., =) or arithmetic operators in the snippet.

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

Python Documentation: "Logical Operators" (<https://docs.python.org/3/reference/expressions.html#boolean-operations>).

W3Schools: "C Operators" (https://www.w3schools.com/c/c_operators.php).

NEW QUESTION # 125

A particular sorting algorithm takes integer list [10, 6, 8] and incorrectly sorts the list to [6, 10, 8]. What is true about the algorithm's

correctness for sorting an arbitrary list of three integers?

- A. The algorithm is correct.
- **B. The algorithm is incorrect.**
- C. The algorithm's correctness is unknown.
- D. The algorithm only works for [10, 6, 8].

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A sorting algorithm is correct if it consistently produces a sorted output (e.g., ascending order: [6, 8, 10] for input [10, 6, 8]).

According to foundational programming principles, if an algorithm fails to sort any input correctly, it is considered incorrect for the general case.

* Analysis:

* Input: [10, 6, 8].

* Output: [6, 10, 8].

* Correct sorted output: [6, 8, 10] (ascending).

* The algorithm's output [6, 10, 8] is not sorted, as $10 > 8$.

* Option A: "The algorithm is incorrect." This is correct. Since the algorithm fails to sort [10, 6, 8] correctly, it is not a valid sorting algorithm for arbitrary inputs. A single failure proves incorrectness for the general case.

* Option B: "The algorithm only works for [10, 6, 8]." This is incorrect. The algorithm does not "work" for [10, 6, 8], as it produces an incorrect output.

* Option C: "The algorithm's correctness is unknown." This is incorrect. The given example demonstrates incorrectness, so the algorithm is known to be incorrect.

* Option D: "The algorithm is correct." This is incorrect. The algorithm fails to sort the given input correctly.

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

Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Chapter 2: Sorting).

GeeksforGeeks: "Sorting Algorithms" (<https://www.geeksforgeeks.org/sorting-algorithms/>).

NEW QUESTION # 126

Which statement describes a compiled language?

- **A. It has code that is first converted to an executable file, and then run on a particular type of machine.**
- B. It is considered fairly safe because it forces the programmer to declare all variable types ahead of time and commit to those types during runtime.
- C. It can be run right away without converting the code into an executable file.
- D. It runs one statement at a time by another program without the need for compilation.

Answer: A

Explanation:

A compiled language is one where the source code is translated into machine code, which is a set of instructions that the computer's processor can execute directly. This translation is done by a program called a compiler. Once the source code is compiled into an executable file, it can be run on the target machine without the need for the original source code or the compiler. This process differs from interpreted languages, where the code is executed one statement at a time by another program called an interpreter, and there is no intermediate executable file created.

Option A describes an interpreted language, not a compiled one. Option B refers to type safety, which is a feature of some programming languages but is not specific to compiled languages. Option C describes a script or an interpreted language, which can be executed immediately by an interpreter without compilation.

References: The characteristics of compiled languages are well-documented in computer science literature and online resources. For example, FreeCodeCamp provides an overview of the differences between compiled and interpreted languages¹, and the CodeBoss blog offers insights into what a compiled language is and how it functions². These sources confirm the explanation provided here and offer further reading on the subject.

NEW QUESTION # 127

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