

Scripting-and-Programming-Foundations Online Prüfung, Scripting-and-Programming-Foundations Testfagen

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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Wollen Sie Ihre IT-Fähigkeiten beweisen? Möchten Sie mehr Anerkennung und Berufschancen bekommen? Die Prüfungszertifizierung der WGU Scripting-and-Programming-Foundations ist ein bedeutendster Ausweis für Sie. Die Wichtigkeit der Zertifizierung der WGU Scripting-and-Programming-Foundations wissen fast alle Angestellte aus IT-Branche. Die Tatkraft von Menschen ist limitiert. Wenn Sie in einer kurzen Zeit diese wichtige WGU Scripting-and-Programming-Foundations Prüfung bestehen möchten, brauchen Sie unsere die Prüfungssoftware von uns ZertFragen als Ihr bester Helfer für die Prüfungsvorbereitung. Umfassende Prüfungsaufgaben enthaltende und Mnemotechnik entsprechende Software kann Ihnen beim Erfolg der WGU Scripting-and-Programming-Foundations gut helfen!

WGU Scripting-and-Programming-Foundations Prüfungsplan:

Thema	Einzelheiten

Thema 1	<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.
Thema 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.
Thema 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.
Thema 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.

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Im 21. Jahrhundert, wo es viele Exzellente gibt, fehlen doch IT-Fachleute. Die Gesellschaft brauchen viele IT-Fachleute. IT-Zertifizierungsprüfung ist eine Methode, die Fähigkeit der IT-Leute zu prüfen. Aber es ist nicht so einfach, die WGU Scripting-and-Programming-Foundations IT-Zertifizierungsprüfung zu bestehen. Normalerweise werden die IT-Kandidaten an einem Kurs teilnehmen. Der Schulungskurs von ZertFragen ist von guter Qualität. Einen guten Kurs zu besuchen ist die Garantie für den Erfolg. Die Ähnlichkeit der Prüfungsunterlagen von ZertFragen beträgt 95%. Wenn Sie die Übungen von ZertFragen benutzen, können Sie 100% die WGU Scripting-and-Programming-Foundations IT-Zertifizierungsprüfung nur einmal bestehen.

WGU Scripting and Programming Foundations Exam Scripting-and-Programming-Foundations Prüfungsfragen mit Lösungen (Q125-Q130):

125. Frage

Which phase of a Waterfall approach defines specifics on how to build a program?

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

Antwort: D

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

The Waterfall methodology is a linear, sequential approach with phases including requirements analysis, design, implementation, testing, and maintenance. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), the design phase is where the specifics of how to build the program are defined, including system architecture, modules, and technical specifications.

* Waterfall Phases Overview:

- * Analysis: Defines what the program should do (requirements, e.g., user needs or system goals).
 - * Design: Defines how the program will be built (e.g., architecture, data models, function specifications).
 - * Implementation: Writes the code based on the design.
 - * Testing: Verifies the program meets requirements.
 - * Option A: "Design." This is correct. The design phase produces detailed plans, such as system architecture, database schemas, and function or object specifications, outlining how the program will be constructed. For example, it might specify a function like calculateScore() or a class like User.
 - * Option B: "Testing." This is incorrect. Testing verifies the implemented program, not the planning of how to build it.
 - * Option C: "Analysis." This is incorrect. Analysis focuses on gathering requirements (what the program should do), not technical specifics of implementation.
 - * Option D: "Implementation." This is incorrect. Implementation involves coding the program based on the design's specifics, not defining them.
- Certiport Scripting and Programming Foundations Study Guide (Section on Waterfall Methodology).
 Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).
 Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Design Phase).

126. Frage

Which value would require an integer as a data type?

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

Antwort: B

Begründung:

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).

127. Frage

Which line is a loop variable update statement in the sample code?

□

- A. (userInput !=pwd) and (h <= 10)
- **B. h = h + 1**
- C. integer h = 0
- D. if userInput == pwd

Antwort: B

Begründung:

In programming, a loop variable update statement is used to modify the loop variable's value with each iteration of the loop. This is crucial for the progression and eventual termination of the loop. The statement `h = h + 1` is a classic example of a loop variable update statement. It increments the value of `h` by 1, ensuring that the loop can move towards its completion condition. Without such an update, the loop could potentially continue indefinitely, leading to an infinite loop.

128. Frage

A function should determine the average of x and y. What should be the function's parameters and return value (s)?

- A. Parameters: averageReturn values: x, y
- B. Parameters: noneReturn values: x, y
- **C. Parameters: x, yReturn value: average**
- D. Parameters: x, y, averageReturn value: none

Antwort: C

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

A function that calculates the average of two numbers (x and y) needs to take those numbers as inputs (parameters) and return their average as the output. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), functions should accept necessary inputs and return computed results, avoiding unnecessary parameters or outputs.

* Option A: "Parameters: x, y, average; Return value: none." This is incorrect. Including average as a parameter is unnecessary since it is the result to be computed. A function with no return value (void in C) would not provide the average to the caller, which defeats the purpose.

* Option B: "Parameters: x, y; Return value: average." This is correct. The function needs x and y as inputs to compute $(x + y) / 2$. The average is returned to the caller. For example, in Python: `def average(x, y): return (x + y) / 2`.

* Option C: "Parameters: none; Return values: x, y." This is incorrect. Without parameters, the function cannot access x and y to compute the average. Returning x and y is irrelevant to the task.

* Option D: "Parameters: average; Return values: x, y." This is incorrect. average is the output, not an input, and returning x and y does not provide the computed average.

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

Python Documentation: "Defining Functions" (<https://docs.python.org/3/tutorial/controlflow.html#defining-functions>).

W3Schools: "C Functions" (https://www.w3schools.com/c/c_functions.php).

129. Frage

What does a function definition consist of?

- A. The function's argument values
- **B. The function's name, inputs, outputs, and statements**
- C. An invocation of a function's name
- D. A list of all other functions that call the function

Antwort: B

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

A function definition specifies how a function operates, including its name, parameters (inputs), return type or values (outputs), and the statements it executes. According to foundational programming principles, a function definition is distinct from a function call or its usage.

* Option A: "The function's name, inputs, outputs, and statements." This is correct. A function definition includes:

* Name (e.g., myFunction).

* Inputs (parameters, e.g., int x, int y).

* Outputs (return type or value, e.g., int or return x + y).

* Statements (body, e.g., { return x + y; } in C). For example, in Python: `def add(x, y): return x + y`.

* Option B: "A list of all other functions that call the function." This is incorrect. A function definition does not track or include its callers; it defines the function's behavior.

* Option C: "An invocation of a function's name." This is incorrect. An invocation (call) is when the function is used (e.g., `add(2, 3)`), not its definition.

* Option D: "The function's argument values." This is incorrect. Argument values are provided during a function call, not in the definition, which specifies parameters (placeholders).

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

Python Documentation: "Defining Functions" (<https://docs.python.org/3/tutorial/controlflow.html#defining-functions>).

W3Schools: "C Function Definitions" (https://www.w3schools.com/c/c_functions.php).

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