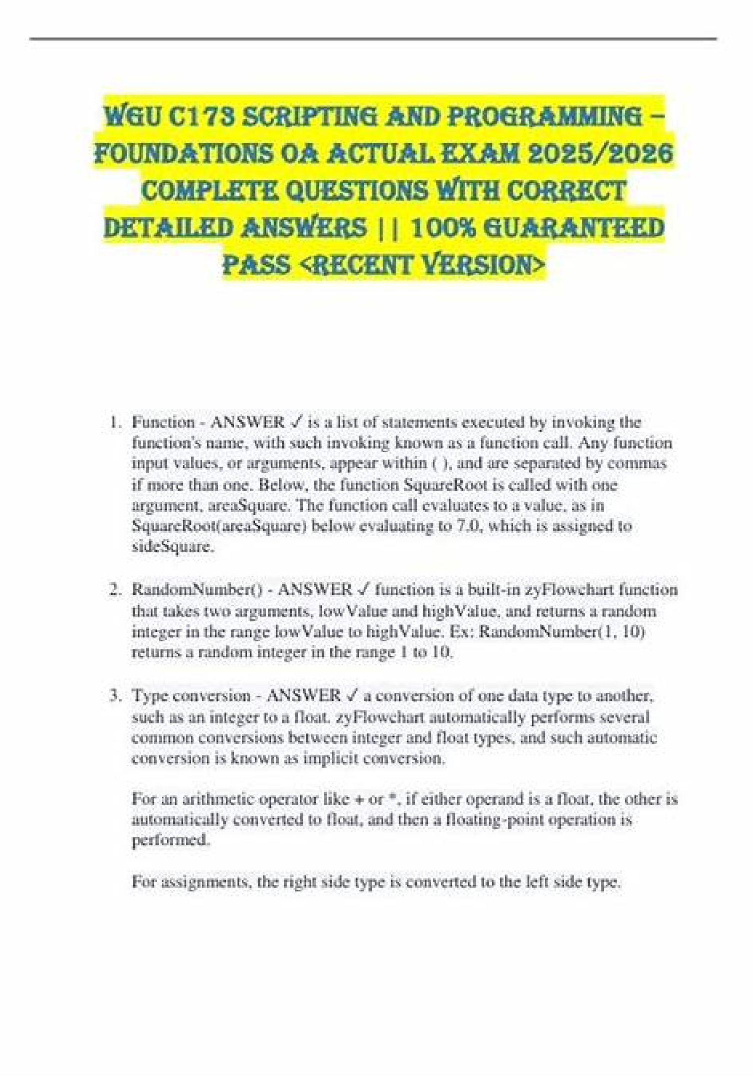
Exam WGU Scripting-and-Programming-Foundations Online & Valid Scripting-and-Programming-Foundations Exam Prep



WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026 COMPLETE QUESTIONS WITH CORRECT DETAILED ANSWERS || 100% GUARANTEED PASS <RECENT VERSION>

1. Function - ANSWER ✓ is a list of statements executed by invoking the function's name, with such invoking known as a function call. Any function input values, or arguments, appear within ( ), and are separated by commas if more than one. Below, the function SquareRoot is called with one argument, areaSquare. The function call evaluates to a value, as in SquareRoot(areaSquare) below evaluating to 7.0, which is assigned to sideSquare.
2. RandomNumber() - ANSWER ✓ function is a built-in zyFlowchart function that takes two arguments, lowValue and highValue, and returns a random integer in the range lowValue to highValue. Ex: RandomNumber(1, 10) returns a random integer in the range 1 to 10.
3. Type conversion - ANSWER ✓ a conversion of one data type to another, such as an integer to a float. zyFlowchart automatically performs several common conversions between integer and float types, and such automatic conversion is known as implicit conversion.

   For an arithmetic operator like + or *, if either operand is a float, the other is automatically converted to float, and then a floating-point operation is performed.

   For assignments, the right side type is converted to the left side type.

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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	- 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	- 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	- 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.

WGU Scripting and Programming Foundations Exam Sample Questions (Q53-Q58):

NEW QUESTION # 53
Which snippet represents the loop variable update statement in the given code?

```
integer h = 2 while h < 30 Put h to output h = h + 2
```

- A. h < 30
- B. h = h + 2
- C. integer h = 2
- D. Put h to output

Answer: B

Explanation:
The loop variable update statement is the part of a loop that changes the loop variable's value at the end of each iteration. In the context of a for loop, it's typically the third component of the loop's header. Looking at the provided code snippet, option C, h = h + 2, is the statement that updates the loop variable h by incrementing it by 2 after each loop iteration. This is consistent with the standard behavior of a loop variable update statement in programming, where after executing the loop body, the loop control variable is updated based on the specified increment or decrement operation.
References:
* Stack Overflow discussion on loop variable updates1.
* GeeksforGeeks article on for loops in programming2.

* freeCodeCamp guide on for loops in C3.
* LaunchCode's breakdown of the for statement4.

NEW QUESTION # 54
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's correctness is unknown.
- B. The algorithm is incorrect.
- C. The algorithm is correct.
- 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 # 55
What is an argument?

- A. A piece of information assigned to a function's output
- B. An input named in the definition of a function
- C. A piece of information provided in a function call
- D. A declared piece of information within a function

Answer: C

Explanation:
In programming, an argument is a value that is passed to a function when it is called. The function can then use that information within its scope as it runs. Arguments are often used interchangeably with parameters, but they refer to the actual values provided to the function, while parameters are the variable names listed in the function's definition that receive the argument values12.
For example, consider a function calculateSum that takes two arguments, a and b:
Python

```
def calculateSum(a, b):
return a + b
# Here, 5 and 3 are arguments provided in the function call.
result = calculateSum(5, 3)
```

AI-generated code. Review and use carefully. More info on FAQ.
In this case, 5 and 3 are the arguments provided in the function call to calculateSum. They are not declared within the function (option B), not assigned to the function's output (option C), nor are they inputs named in the definition of the function (option D). Instead, they are pieces of information provided during the function call, which aligns with option A.

NEW QUESTION # 56

It is given that integer x=41 and integer y = 16. What is the value of the expression (x % 8) - y?

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

Answer: B

Explanation:

The expression ((x % 8) - y) involves the modulo operation and subtraction. The modulo operation finds the remainder when (x) is divided by (8). Given (x = 41), we calculate (41 % 8) which equals (1) because (41) divided by (8) equals (5) with a remainder of (1). Then, we subtract (y) (which is (16)) from this remainder:

(41%8)16=116=15

However, there seems to be a discrepancy here as the calculation shows the answer should be (-15), but this is not an option provided in your question. Please double-check the options or the expression provided.

References:

* The concept of modulo operation is explained in various programming resources such as Python documentation and C++ reference guides.

* Basic arithmetic operations and their precedence are covered in introductory programming textbooks and online coding platforms like Codecademy and freeCodeCamp.

NEW QUESTION # 57

A programming is developing an application that needs to manipulation text in a variety of ways. Everything the programmer needs is standard in the industry and the programmer wants to perform these manipulations with a minimal amount of code. What does the programmer need?

- A. A script
- B. An algorithm
- C. A function
- D. A programming library

Answer: D

Explanation:

In the context of text manipulation, a programming library is a collection of pre-written code that provides standard functions and procedures to perform common tasks. This allows programmers to perform text manipulations with a minimal amount of code, as they can leverage the functions provided by the library instead of writing everything from scratch. Libraries often include functions for string handling, such as searching, splitting, joining, and formatting strings, which are standard requirements in many applications1234.

References:

* The explanation is based on common practices in software development where libraries are used to simplify and expedite coding tasks. For more information on text manipulation in programming and the use of libraries, you can refer to resources such as freeCodeCamp1, GeeksforGeeks2, and other reputable programming tutorials and documentation.

NEW QUESTION # 58

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