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WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS (END OF SECTION 2022/2023 TEST PREP)

What is Programming? (correct answers) You write your source code and then a compiler goes through the code and creates a separate file that contains the machine code. This separate file is an executable file because the computer can directly execute it. All of the code is converted at once and the new compiled file is no longer editable.

Found in Lynda.com Lesson 1: Programming Basics, "Compiled and Interpreted Languages"

What is an interpreted programming language? (correct answers) An interpreted language does the conversion from source code to machine code on-the-fly. There is no separate machine code file. The computer executes each line when it is needed. This means that all of the code is saved in a format that is editable programming language.

Found in Lynda.com Lesson 1: Programming Basics, "Compiled and Interpreted Languages"

What is the main difference in compiled and interpreted code? (correct answers) The main difference is when the code is converted to machine language. A compiled language converts all of the code at one time, before the code is run by the machine, and saves this into a new file. That new file is now machine code, and is not editable. An interpreted language still needs to convert to machine language in order for the computer to understand it, but it does this at the time that the code is executed. The original programming language is preserved, so it is editable.

What is an object? (correct answers) Something that has its own identity and characteristics, separate from other objects.

Found in Lynda Lesson 1: Core Concepts, "What is an Object"

What three things describe an object in object-oriented programming languages? (correct answers) Identity, attributes, and behavior

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

| Topic | Details |
|---------|---|
| Topic 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. |
| 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"> 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 | <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. |

WGU Scripting and Programming Foundations Exam Sample Questions (Q108-Q113):

NEW QUESTION # 108

A software developer determines the mathematical operations that a calculator program should support. When two waterfall approach phases are involved?

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

Answer: B

Explanation:

Here's the typical flow of the Waterfall software development model:

* Analysis: This phase focuses on defining the problem and gathering detailed requirements for the software. Understanding the specific mathematical operations to support is a key part of this phase.

* Design: Designers turn the requirements from the analysis phase into a concrete blueprint for the software. This includes architectural and detailed design decisions covering how those mathematical operations will be implemented.

* Implementation: Developers take the design and translate it into working code, writing the modules and functions to perform the calculations.

* Testing: Testers verify the software to ensure it meets the requirements, including testing how the implemented calculator functions handle different operations.

* Maintenance: Ongoing support after deployment to address bugs and introduce potential changes or enhancements.

Why the other options are less accurate:

* A. Design and Testing: While testing validates the calculator's functions, the determination of the required operations happens earlier in the process.

* B. Implementation and Testing: Implementation builds the calculator, but the specifications and choice of operations happen before coding starts.

* C. Design and Implementation: Though closely linked, the design phase finalizes the operation choices before implementation begins.

NEW QUESTION # 109

Which problem is solved by Dijkstra's shortest path algorithm?

- A. Given the coordinates of five positions, what is the most fuel-efficient flight path?
- B. Given an alphabetized list of race entrants and a person's name, is the person entered in the race?
- C. Given two newspaper articles, what is the greatest sequence of words shared by both articles?
- D. Given an increasing array of numbers, is the number 19 in the array?

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Dijkstra's shortest path algorithm finds the shortest path between nodes in a weighted graph, often used for navigation or network routing. According to foundational programming principles (e.g., Certipoint Scripting and Programming Foundations Study Guide, Section on Algorithms), it is designed for problems involving optimal paths in graphs with non-negative edge weights.

* Option A: "Given an increasing array of numbers, is the number 19 in the array?" This is incorrect. This is a search problem, typically solved by binary search for a sorted array, not Dijkstra's algorithm, which deals with graphs.

* Option B: "Given an alphabetized list of race entrants and a person's name, is the person entered in the race?" This is incorrect. This is another search problem, solvable by binary search or linear search, not related to graph paths.

* Option C: "Given two newspaper articles, what is the greatest sequence of words shared by both articles?" This is incorrect. This is a longest common subsequence (LCS) problem, solved by dynamic programming, not Dijkstra's algorithm.

* Option D: "Given the coordinates of five positions, what is the most fuel-efficient flight path?" This is correct. This describes a shortest path problem in a graph where nodes are positions (coordinates) and edges are distances or fuel costs. Dijkstra's algorithm can find the most efficient path (e.g., minimizing fuel) between these points, assuming non-negative weights.

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

Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Dijkstra's Algorithm, Chapter 24).

GeeksforGeeks: "Dijkstra's Shortest Path Algorithm" (<https://www.geeksforgeeks.org/dijkstras-shortest-path- algorithm-greedy-algo-7/>).

NEW QUESTION # 110

Order the tasks needed to safely replace a lamp's light bulb from first (1) to last (4).

Select your answer from the pull down list.

□

Answer:

Explanation:

□ Explanation:

□ Safety and proper procedure are paramount when replacing a light bulb to avoid any electrical hazards or injuries. First, always ensure the lamp is turned off to prevent electrical shock. Next, carefully unscrew the broken or burnt-out bulb from the socket; it might be hot, so caution is advised. After removing the old bulb, screw in the new working bulb securely but without overtightening to avoid damaging the bulb or socket.

Finally, turn the lamp on to verify that the new bulb is functioning properly.

References The answer and explanation are based on general knowledge and common safety practices for handling electrical appliances; specific documents or standards on Scripting and Programming Foundations are not applicable here.

The image displays multiple-choice options for ordering tasks needed to safely replace a lamp's light bulb, providing an interactive learning method for understanding safety procedures in handling electrical items.

NEW QUESTION # 111

A software engineer has written a program that uses a large number of interacting custom data types information hiding, data abstraction encapsulation polymorphism, and inheritance Variables do not need to receive their types ahead of time, and this program can run on a variety of operating systems without having to re-compile the program into machine code. Which type of language is being used? Choose 3 terms that accurately describe the language.

- A. Interpreted
- B. Dynamic
- C. Procedural
- D. Static
- E. Object-oriented
- F. Markup

Answer: A,B,E

Explanation:

The language described in the question exhibits characteristics of an interpreted, object-oriented, and dynamic language. Here's why these terms apply:

* Interpreted: The program can run on various operating systems without re-compilation, which is a trait of interpreted languages. Interpreted languages are executed line by line by an interpreter at runtime, rather than being compiled into machine code beforehand¹²³.

* Object-oriented: The use of concepts like information hiding, data abstraction, encapsulation, polymorphism, and inheritance are hallmarks of object-oriented programming (OOP). OOP languages are designed around objects and classes, which allow for modular, reusable, and organized code⁴⁵⁶.

* Dynamic: Variables in the program do not need to have their types declared ahead of time, indicating dynamic typing. In dynamically typed languages, type checking is performed at runtime, and variables can be assigned to different types of data over their lifetime⁷⁸⁹¹⁰¹¹.

NEW QUESTION # 112

Review the following sequence diagram:

What does a sequence diagram do?

- A. Shows interactions but does not specify an order of events
- B. Shows static elements of software
- C. Shows interactions and indicates an order of events
- D. Shows an order of events but does not specify all interactions

Answer: C

Explanation:

A sequence diagram is a type of interaction diagram used in software engineering to model the interactions between objects within a system over time. It shows how objects interact with each other and the order in which those interactions occur. The sequence diagram is organized along two dimensions: horizontally to represent the objects involved, and vertically to represent the time sequence of interactions. This allows the diagram to depict not only the interactions but also the sequence of events as they occur over time¹²³⁴⁵.

Option B is incorrect because a sequence diagram does indeed specify an order of events. Option C is incorrect as sequence diagrams do not show static elements of software but rather the dynamic interactions.

Option D is also incorrect because a sequence diagram does show all interactions along with their order.

NEW QUESTION # 113

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