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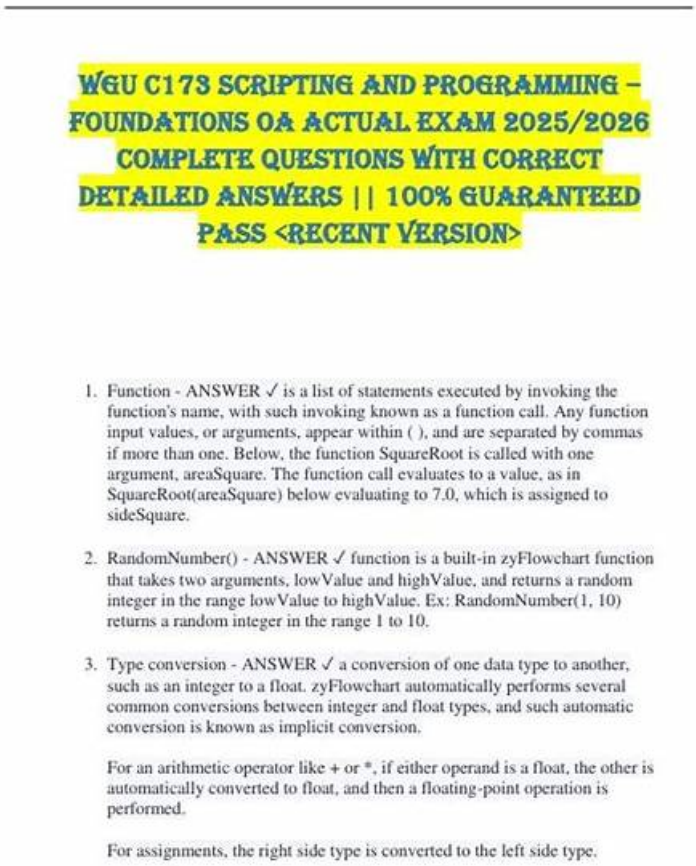
WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026 COMPLETE QUESTIONS WITH CORRECT DETAILED ANSWERS || 100% GUARANTEED PASS <RECENT VERSION>

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	• 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 2	• 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 3	• 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	• 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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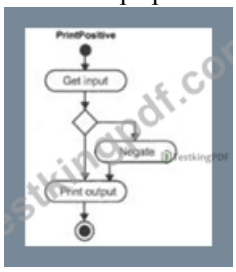
WGU Scripting and Programming Foundations Exam Sample Questions (Q119-Q124):

NEW QUESTION # 119
What is the purpose of an activity diagram, such as the following diagram?



- A. Specifies the program's behavioral requirements
- B. Visualizes the program's data values
- C. Specifics the program's components that must be present
- D. Describes the execution flow of the PrintPositive activity

Answer: D

Explanation:
* Activity diagrams are another type of UML diagram used to model the workflow or flow of control within a system.
* They visually represent the steps performed by a system to complete a specific activity.
* They use a set of symbols, including rounded rectangles for activities, diamonds for decisions, and arrows to show the flow between steps.
* The activity diagram shows the workflow of a process called "PrintPositive".
* It starts with a single initial state (represented by a black circle) labeled "Get Input".

* There's a decision diamond labeled "Negative?" with two paths.
* The "Yes" path leads to an activity "Negate".
* The "No" path leads directly to an activity "Print Output".
* Both paths end with a black circle labeled "End".
How it describes the execution flow:
* The diagram indicates that the process starts by getting some input.
* Then, there's a decision made based on whether the input is negative.
* If it's negative, the value is negated.
* In either case (positive or negative), the output is printed.
* Finally, the process ends.
Summary:
The activity diagram captures the steps involved in the "PrintPositive" activity, including the decision-making process and the alternative paths based on the input. This aligns with the purpose of describing the execution flow.

NEW QUESTION # 120
Which expression evaluates to 3.7 if float x = 17.0?

- A. (2 + x) / 10.0
- B. 2 + x / 10
- C. X + 2 / 10
- D. X + 2.0 / 10

Answer: B

Explanation:
A:X + 2 / 10:
* First, calculate 2 / 10, which is 0.2.
* Then add x (17.0) to 0.2, resulting in 17.2. This does not equal 3.7.
B:(2 + x) / 10.0:
* First, add 2 and x (17.0), which gives 19.0.
* Then divide 19.0 by 10.0, resulting in 3.7.
C:X + 2.0 / 10:
* First, calculate 2.0 / 10, which is 0.2.
* Then add x (17.0) to 0.2, resulting in 17.2. This does not equal 3.7.
D:2 + x / 10:
* First, divide x (17.0) by 10, which gives 1.7.
* Then add 2 to 1.7, resulting in 3.7.
Therefore, option B is the correct expression.

NEW QUESTION # 121
A programmer is writing a simu-lation for a physical experiment. Which phase of the agile approach is being carried writing new procedural code and eliminating certain function calls?

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

Answer: A

Explanation:
In the context of the Agile approach, the phase where new procedural code is written and certain function calls are eliminated is known as the Implementation phase. This phase involves the actual coding and development of the software, where programmers write new code and refine existing code to meet the requirements of the project. It is during this phase that the software begins to take shape, and the functionality outlined during the design phase is executed.
The Agile methodology is iterative, and the implementation phase is where each iteration's goal is to produce a working increment of the product. This phase is characterized by frequent testing and revision, as the development is aligned with user feedback and changing requirements.

NEW QUESTION # 122
Which characteristic distinguishes a markup language from other languages

- A. It allows variables to change type during execution
- B. It does not perform complex algorithms, but instead describes the content and formatting of webpages and other documents.
- C. It requires fewer variables and variable conversions than other languages because the types can change during execution
- D. It supports decomposing programs into custom types that often combine with other variable types into more complicated concepts.

Answer: B

Explanation:
Markup languages, such as HTML, XML, and SGML, are distinct from programming languages in that they are used for structuring, formatting, and defining the presentation of content within documents. They utilize tags to denote how elements should be displayed, but do not contain logic or algorithms to perform computations or process data123. Instead, markup languages are concerned with the layout and organization of text and images, making them more descriptive and less about executing tasks4.
References:
* GeeksforGeeks' explanation of different markup languages1.
* Semrush's definition and examples of markup languages2.
* An article on Medium about how markup languages differ from compiled languages4.
* GeeksforGeeks' comparison between programming, scripting, and markup languages3.

NEW QUESTION # 123
A function should return 0 if a number, N is even and 1 if N is odd.
What should be the input to the function?

- A. 0
- B. 1
- C. N
- D. Even

Answer: C

Explanation:
In the context of writing a function that determines whether a given number N is even or odd, the input to the function should be the number itself, represented by the variable N. The function will then perform the necessary logic to determine whether N is even or odd and return the appropriate value (0 for even, 1 for odd).
Here's how the function might look in Python:
Python
def check_even_odd(N):
"""
Determines whether a given number N is even or odd.
Args:
N (int): The input number.
Returns:
int: 0 if N is even, 1 if N is odd.
"""
if N % 2 == 0:
return 0 # N is even
else:
return 1 # N is odd
# Example usage:
number_to_check = 7
result = check_even_odd(number_to_check)
print(f"The result for {number_to_check} is: {result}")
AI-generated code. Review and use carefully. More info on FAQ.
In this example, if number_to_check is 7, the function will return 1 because 7 is an odd number.
References:

* No specific external references are needed for this basic concept, as it is fundamental to programming and mathematics.

NEW QUESTION # 124
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