

Scripting-and-Programming-Foundations Exam Vce Free - Scripting-and-Programming-Foundations Latest Test Preparation

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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WGU Scripting and Programming Foundations Exam Sample Questions (Q129-Q134):

NEW QUESTION # 129

What is one task that could be accomplished using a while loop?

- A. The user inputs an integer, and the program prints out whether the number is even or odd and whether the number is positive, negative, or zero.
- B. After inputting two numbers, the program prints out the larger of the two.
- C. When the user inputs a number, the program outputs "True" when the number is a multiple of 10.
- D. A user is asked to enter a password repeatedly until either a correct password is entered or five attempts have been made.

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A while loop repeatedly executes a block of code as long as a condition is true, making it suitable for tasks requiring iteration until a condition changes. According to foundational programming principles, while loops are ideal for scenarios with an unknown number of iterations or conditional repetition.

* Option A: "When the user inputs a number, the program outputs 'True' when the number is a multiple of 10." This is incorrect. This task requires a single check ($\text{number} \% 10 == 0$), which can be done with an if statement, not a loop.

* Option B: "The user inputs an integer, and the program prints out whether the number is even or odd and whether the number is positive, negative, or zero." This is incorrect. This task involves a single input and multiple conditional checks, handled by if statements, not a loop.

* Option C: "After inputting two numbers, the program prints out the larger of the two." This is incorrect.

Comparing two numbers requires a single if statement (e.g., $\text{if } (a > b)$), not a loop.

* Option D: "A user is asked to enter a password repeatedly until either a correct password is entered or five attempts have been made." This is correct. This task requires repeated input until a condition is met (correct password or five attempts), which is ideal for a while loop. For example, in Python:

```
attempts = 0
while attempts < 5 and input("Password: ") != "correct":
    attempts += 1
```

Certiport Scripting and Programming Foundations Study Guide (Section on Control Structures: Loops).

Python Documentation: "While Statements" (https://docs.python.org/3/reference/compound_stmts.html#while).

W3Schools: "C While Loop" (https://www.w3schools.com/c/c_while_loop.php).

NEW QUESTION # 130

A programmer receives requirements from customers and decides to build a first version of a program.

Which phase of an agile approach is being carried out when the programmer starts writing the program's first version?

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

Answer: A

Explanation:

In the context of Agile software development, when a programmer begins writing the first version of a program after receiving

requirements from customers, they are engaging in the Implementation phase. This phase is characterized by the actual coding or development of the software, where the focus is on turning the design and analysis work into a working product. It's a part of the iterative process where developers create, test, and refine the software in successive iterations.

The Agile approach emphasizes incremental development and frequent feedback, with each iteration resulting in a potentially shippable product increment. The Implementation phase is where these increments are built, and it typically follows the Design phase, where the system's architecture and components are planned out.

References: The information aligns with the key stages of the Agile Development Life Cycle, which includes the phases of Concept, Inception, Iteration (Implementation), Testing, Release, and Review¹².

NEW QUESTION # 131

What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

- A. variable float gpa
- B. constant float gpa
- C. constant int gpa
- D. variable int gpa

Answer: A

Explanation:

A student's grade point average (GPA) is a numerical representation that typically includes a decimal to account for the precision of the average (e.g., 3.75). Therefore, it should be declared as a floating-point data type to accommodate the decimal part. Since a student's GPA can change over time with the addition of new grades, it should be declared as a variable rather than a constant.

References:

* The concept of using floating-point variables for numerical data that includes decimals is a standard practice in programming. This is discussed in programming resources such as "Programming: Principles and Practice Using C++" by Bjarne Stroustrup, which explains data types and their uses. Additionally, the concept of variables and constants is covered in "The C Programming Language" by Brian W.

Kernighan and Dennis M. Ritchie.

NEW QUESTION # 132

Which language has extensive support for object-oriented programming?

- A. Markup
- B. HTML
- C. C++
- D. C

Answer: C

Explanation:

C++ is a programming language that provides extensive support for object-oriented programming (OOP).

OOP is a programming paradigm based on the concept of "objects", which can contain data in the form of fields, often known as attributes, and code, in the form of procedures, often known as methods. C++ offers features such as classes, inheritance, polymorphism, encapsulation, and abstraction which are fundamental to OOP. This makes C++ a powerful tool for developing complex software systems that require a modular and scalable approach.

The information provided is based on standard programming principles and the foundational knowledge of scripting and programming, which includes understanding the capabilities and applications of various programming languages¹.

NEW QUESTION # 133

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

- A. Given an alphabetized list of race entrants and a person's name, is the person entered in the race?
- B. Given the coordinates of five positions, what is the most fuel-efficient flight path?
- 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: B

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., Certiport 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.

Certiport 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 # 134

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