

Exam Scripting-and-Programming-Foundations Tests | Scripting-and-Programming-Foundations Online Exam

2024 D278 WGU SCRIPTING AND PROGRAMMING FOUNDATIONS ACTUAL
EXAM 70 QUESTIONS AND CORRECT DETAILED ANSWERS (VERIFIED
ANSWERS) |ALREADY GRADED A+

1. What does a programmer do first to use an existing programming library? -
: Include the library
2. What relationship is common among a programming library's functions? -
Functions all relate to the same purpose.
3. What is an advantage of using a programming library? - The code has already been tested.
4. Which language is dynamically typed? - Python
5. Which language is not built on object-oriented design principles? - C
6. A language substantially supports a programmer creating items like person, teacher, and students. Each item has internal data and some operations.

Which characteristic describes that language? - Object-oriented
7. A programmer wants a compiler to report an error if an integer variable is assigned with a string.

Which kind of language should the programmer use? - Statically typed
8. A language uses tags around text to indicate how that text should be formatted.

Which characteristic describes a language having such tags? - Markup
9. What is a characteristic of a compiled language? - Converts to machine language before running
10. What is a characteristic of an interpreted language? - Runs easily on different kinds of machines
11. What is an advantage of interpreted programs? - They can be modified at runtime.
12. Which characteristic specifically describes a markup language? - Tags surround text to describe desired formatting.
13. Which characteristic specifically describes interpreted languages? - They can be

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

Topic	Details
Topic 1	<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 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"> 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	<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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q58-Q63):

NEW QUESTION # 58

Which action occurs the design phase of an agile process?

- A. Determining the goals of the project.
- **B. Determining the functions that need to be written**
- C. Wring the required objects
- D. Deciding on the scope of the program

Answer: B

Explanation:

During the design phase of an agile process, the focus is on determining the functions that need to be written.

This involves understanding the user requirements and defining the system architecture to meet those needs.

The design phase is iterative, allowing for continuous refinement and improvement of the design as more is learned about the system and its users. It's a collaborative effort involving designers, developers, and stakeholders to ensure that the functions align with the goals of the project and the needs of the users.

References: The explanation is based on the agile design principles which emphasize iterative development, collaboration, and adaptability. Agile design processes guide the creation of software by focusing on customer needs and iterative improvement

NEW QUESTION # 59

What is put to output by calling Greeting() twice

- A. Hello!
- B. Hello!
- **C. Hello!Hello!**

Answer: C

Explanation:

The output of calling Greeting() twice depends on the implementation of the Greeting() function. Since the question does not provide the actual code for Greeting(), I'll provide a general explanation.

* If the Greeting() function simply prints "Hello!" without any additional characters or spaces, then calling it twice would result in the output: "Hello!Hello!" (Option B).

* If the Greeting() function prints "Hello!" followed by a newline character (or any other separator), then calling it twice would result in the output: "Hello!\nHello!" (where \n represents the newline character).

* If the Greeting() function prints "Hello!" with a space after it, then calling it twice would result in the output: "Hello! Hello!".

Without the actual implementation of Greeting(), we cannot definitively determine the exact output. However, the most common interpretation would be Option B: Hello!Hello!.

References

* Scripting and Programming Foundations documents.

NEW QUESTION # 60

What is one characteristic of an object-oriented language that is not a characteristic of a procedural or functional language?

- A. The language is based on the concept of modular programming and the calling of a subroutine.
- B. The language is optimized for recursive programming.
- C. The language treats programs as evaluating mathematical functions.
- **D. The language supports decomposing a program into objects that interact with one another.**

Answer: D

Explanation:

One of the fundamental characteristics of object-oriented programming (OOP) is the concept of decomposing a program into objects that interact with one another¹. This is distinct from procedural and functional programming paradigms, which do not inherently structure programs as a collection of objects. In OOP, objects are instances of classes and contain both data (attributes) and code (methods). These objects encapsulate data and operations and can interact with each other through methods, allowing for concepts such as inheritance, polymorphism, and encapsulation^{1,2}.

In contrast, procedural programming is characterized by a focus on procedures or routines to perform tasks, and functional programming treats computation as the evaluation of mathematical functions without side effects or state changes². Neither paradigm organizes code around objects with encapsulated data and methods, which is a defining feature of OOP¹.

NEW QUESTION # 61

Which phase of an agile application would create a function that calculates shipping costs based on an item's weight and delivery zip code?

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

Answer: D

Explanation:

In the Agile software development life cycle, the Implementation phase is where the actual coding and development of the project take place. This is the stage where a function to calculate shipping costs based on an item's weight and delivery zip code would be created. The Implementation phase involves translating the design and analysis work into functional software components. It's during this phase that developers write code and build features that will eventually be tested and refined in subsequent phases.

NEW QUESTION # 62

What is the out of the given pseudocode?

□

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

Answer: B

Explanation:


The pseudocode provided appears to be a loop that calculates the sum of numbers. Without seeing the exact pseudocode, I can deduce based on common programming patterns that if the loop is designed to add numbers from 1 to 5, the sum would be $1 + 2 + 3 + 4 + 5$, which equals 15. This is a typical example of a series where the sum of the first n natural numbers is given by the formula $\frac{n(n+1)}{2}$, and in this case, with n being 5, the sum is $\frac{5(5+1)}{2} = 15$.

NEW QUESTION # 63

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