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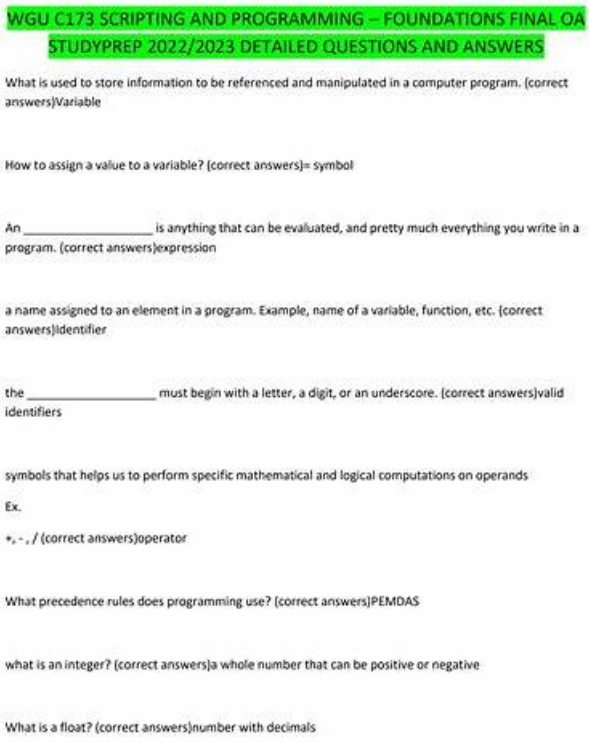

WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS FINAL OA STUDYPREP 2022/2023 DETAILED QUESTIONS AND ANSWERS

What is used to store information to be referenced and manipulated in a computer program. (correct answers)Variable

How to assign a value to a variable? (correct answers)= symbol

An _____ is anything that can be evaluated, and pretty much everything you write in a program. (correct answers)expression

a name assigned to an element in a program. Example, name of a variable, function, etc. (correct answers)Identifier

the _____ must begin with a letter, a digit, or an underscore. (correct answers)valid identifiers

symbols that helps us to perform specific mathematical and logical computations on operands

Ex.

+, - , / (correct answers)operator

What precedence rules does programming use? (correct answers)PEMDAS

what is an integer? (correct answers)a whole number that can be positive or negative

What is a float? (correct answers)number with decimals

P.S. Free 2026 WGU Scripting-and-Programming-Foundations dumps are available on Google Drive shared by SurePassExams: https://drive.google.com/open?id=1MkeOKX92S5zq_zlUOskr8TNTAkmKlv9L

Under the tremendous stress of fast pace in modern life, sticking to learn for a Scripting-and-Programming-Foundations certificate becomes a necessity to prove yourself as a competitive man. Our Scripting-and-Programming-Foundations practice questions have been commonly known as the most helpful examination support materials and are available from global internet storefront. After years of unremitting efforts, our Scripting-and-Programming-Foundations Exam Materials and services have received recognition and praises by the vast number of customers. An increasing number of candidates choose our Scripting-and-Programming-Foundations study materials as their exam plan utility.

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

Topic	Details
Topic 1	• 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	• 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	• 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 4	• 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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q132-Q137):

NEW QUESTION # 132
Which expression has a values equal to the rightmost digit of the integer q = 16222?

- A. 10 % q
- B. Q % 10000``````````````````
- C. Q % 10
- D. Q / 100000

Answer: C

Explanation:
The modulus operator % is used to find the remainder of a division of two numbers. When you use q % 10, you are essentially dividing q by 10 and taking the remainder, which will always be the rightmost digit of q in base 10. This is because our number system is decimal (base 10), and any number modulo 10 will yield the last digit of that number. For example, 16222 % 10 will give 2, which is the rightmost digit of 16222.

NEW QUESTION # 133
Which two types of operators are found in the code snippet not (g != S)?

- A. Logical and arithmetic
- B. Assignment and arithmetic
- C. Equality and arithmetic
- D. Equality and logical

Answer: D

Explanation:
The code snippet not (g != S) contains two types of operators:
* Equality Operator (!=): The expression g != S checks whether the value of g is not equal to the value of S. The != operator is used for comparison and returns True if the values are different, otherwise False.
* Logical Operator (not): The not operator is a logical negation operator. It inverts the truth value of a Boolean expression. In this case, not (g != S) evaluates to True if g is equal to S, and False otherwise.
Therefore, the combination of these two operators results in the overall expression not (g != S).

NEW QUESTION # 134
Which snippet represents the loop variable update statement in the given code?

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

Answer: D

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 # 135
A programming team is using the Waterfall design approach to create an application. Which deliverable would be produced during the design phase?

- A. A report of customer satisfaction
- B. A written description of the goals for the project
- C. A list of additional features to be added during revision
- D. The programming paradigm to be used

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
The Waterfall methodology is a linear, sequential approach to software development, with distinct phases:
requirements analysis, design, implementation, testing, and maintenance. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), the design phase in Waterfall produces technical specifications, including architectural decisions like the programming paradigm.
* Waterfall Design Phase:
* Translates requirements into a detailed blueprint for implementation.
* Deliverables include system architecture, data models, programming paradigm (e.g., object- oriented, procedural), and module specifications.
* Option A: "The programming paradigm to be used." This is correct. During the design phase, the team decides on the programming paradigm (e.g., object-oriented for Java, procedural for C) to structure the application, as this guides implementation. This is a key deliverable.
* Option B: "A list of additional features to be added during revision." This is incorrect. Additional features are identified during requirements analysis or later maintenance phases, not design.
* Option C: "A report of customer satisfaction." This is incorrect. Customer satisfaction reports are generated during or after deployment (maintenance phase), not design.
* Option D: "A written description of the goals for the project." This is incorrect. Project goals are defined during the requirements

analysis phase, not design.
Certiport Scripting and Programming Foundations Study Guide (Section on Waterfall Methodology).
Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).
Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Design Phase).

NEW QUESTION # 136
Which characteristic specifically describes an object-oriented language?

- A. Can be run on any machine that has an interpreter.
- B. Supports creating programs as a set of functions.
- C. Requires a compiler to translate to machine code.
- D. Supports creating programs as items that have data plus operations.

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
Object-oriented languages are defined by their use of objects, which combine data (attributes) and operations (methods) to model real-world entities. According to foundational programming principles, this encapsulation of data and behavior is a hallmark of OOP languages.
* Option A: "Supports creating programs as items that have data plus operations." This is correct. OOP languages (e.g., C++, Java, Python) organize programs into objects, where each object contains data (fields or attributes) and operations (methods). For example, a Car object might have data like speed and methods like accelerate().
* Option B: "Supports creating programs as a set of functions." This is incorrect. This describes functional or procedural languages (e.g., C, Haskell), where programs are structured as functions or procedures, not objects.
* Option C: "Requires a compiler to translate to machine code." This is incorrect. Not all OOP languages require compilation to machine code (e.g., Python is interpreted). Compilation is a characteristic of some languages (e.g., C++, Java), not a defining feature of OOP.
* Option D: "Can be run on any machine that has an interpreter." This is incorrect. While some OOP languages (e.g., Python) are interpreted, others (e.g., C++) are compiled. Interpretability is not specific to OOP.
Certiport Scripting and Programming Foundations Study Guide (Section on Object-Oriented Programming).
Java Documentation: "Defining Classes" (https://docs.oracle.com/javase/tutorial/java/javaOO/).
W3Schools: "Python Classes and Objects" (https://www.w3schools.com/python/python_classes.asp).

NEW QUESTION # 137
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