

Scripting-and-Programming-Foundations Latest Exam Review | New Scripting-and-Programming-Foundations Test Practice



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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">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	<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 4	<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.

WGU Scripting and Programming Foundations Exam Sample Questions (Q11-Q16):

NEW QUESTION # 11

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

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 # 12

Which two types of operators are found in the code snippet not (`g != S`)?

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

Answer: A

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 # 13

Which operator is helpful in determining if an integer is a multiple of another integer?

- A. `||`
- B. `+`
- C. `%`
- D. `/`

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

To determine if one integer is a multiple of another, the modulo operator (`%`) is used. According to foundational programming principles, the modulo operator returns the remainder of division, and if the remainder is zero, the first integer is a multiple of the second.

* Option A: `"/"` This is incorrect. The division operator (`/`) returns the quotient of division, which may include a decimal (e.g., $7 / 2 = 3.5$). It does not directly indicate if one number is a multiple of another.

* Option B: `"||"` This is incorrect. The logical OR operator (`||`) is used for boolean operations (e.g., in conditional statements) and is unrelated to checking multiples.

* Option C: `"+"` This is incorrect. The addition operator (`+`) adds two numbers and is not used to check if one is a multiple of another.

* Option D: `"%"` This is correct. The modulo operator (`%`) returns the remainder after division. If $a \% b = 0$, then `a` is a multiple of `b` (e.g., $10 \% 5 = 0$, so 10 is a multiple of 5).

Certiport Scripting and Programming Foundations Study Guide (Section on Operators).

C Programming Language Standard (ISO/IEC 9899:2011, Section on Arithmetic Operators).

W3Schools: "Python Operators" (https://www.w3schools.com/python/python_operators.asp).

NEW QUESTION # 14

An algorithm should output "OK" if a number is between 98.3 and 98.9, else the output is "Not OK". Which test is a valid test of the algorithm?

- A. Input 99.9. Ensure output is "OK"
- B. Input 98.6. Ensure output is "Not OK "
- C. Input 98.6. Ensure output is "OK "
- D. Input 99.9. Ensure output is M98 9 "

Answer: C

Explanation:

The algorithm is designed to output "OK" if the input number is within the range of 98.3 to 98.9. Therefore, the valid test would be one that checks if the algorithm correctly identifies a number within this range and outputs "OK". Option B provides an input of 98.6, which falls within the specified range, and expects the correct output of "OK", making it a valid test case for the algorithm.

NEW QUESTION # 15

Which type of language requires variables to be declared ahead of time and prohibits their types from changing while the program runs?

- A. Static
- B. Compiled
- C. Scripted (interpreted)
- D. Procedural

Answer: A

Explanation:

The type of language that requires variables to be declared ahead of time and prohibits their types from changing while the program runs is known as a statically typed language. In statically typed languages, the type of a variable is determined at compile-time and cannot be changed during runtime. This means that the compiler must know the exact data types of all variables used in the program, and these types must remain consistent throughout the execution of the program. Statically typed languages require developers to declare the type of each variable before using it, which can help catch type errors during the compilation process, potentially preventing runtime errors and bugs.

NEW QUESTION # 16

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