

Scripting-and-Programming-Foundations PDF - The Best WGU Scripting-and-Programming-Foundations Reliable Test Vce: WGU Scripting and Programming Foundations Exam

**WGU C173 SCRIPTING AND PROGRAMMING –
FOUNDATIONS OF ACTUAL EXAM 2025/2026
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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 Sample Questions (Q43-Q48):

NEW QUESTION # 43

What is an accurate way to describe a statically typed language?

- A. It uses methods that that produce consistent output based upon the arguments passed to those methods.
- **B. It requires a large number of variables and variable conversions because of the need to commit to a variable type throughout the life of the program.**
- C. It is based on the concept of modularization and calling procedures or subroutines.
- D. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.

Answer: B

Explanation:

A statically typed language is one where the type of a variable is known at compile time. This means that the type of each variable must be declared and does not change throughout the program's execution. While this can lead to a larger number of variable declarations and sometimes conversions, it also allows for type checking at compile time, which can catch many errors before the program runs. Statically typed languages include Java, C, C++, and others¹²³.

References:

- * Baeldung on Computer Science provides a detailed comparison of statically and dynamically typed languages¹.
- * Stack Overflow discussions offer insights into the characteristics of statically typed languages².
- * Techopedia gives a concise definition of what it means for a language to be statically typed³.

NEW QUESTION # 44

A software developer determines the mathematical operations that a calculator program should support. Which two Waterfall approach phases are involved?

- A. Design and testing
- B. Implementation and testing
- **C. Analysis and design**
- D. Design and implementation

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Determining the mathematical operations (e.g., addition, subtraction, multiplication) for a calculator program involves defining what the program should do (requirements) and planning how to achieve it (technical specifications). According to foundational programming principles, this spans the analysis and design phases in the Waterfall methodology.

* Waterfall Phases Analysis:

* Analysis: The developer identifies the requirements, such as which operations the calculator must support (e.g., "must perform addition, subtraction, etc.").

* Design: The developer specifies how these operations will be implemented (e.g., defining functions like add(), subtract(), or their algorithms).

* Implementation: Codes the operations.

- * Testing: Verifies the operations work correctly.
 - * Option A: "Analysis and design." This is correct. Analysis determines the operations needed (requirements), and design outlines their technical specifications (e.g., function signatures or algorithms).
 - * Option B: "Design and implementation." This is incorrect. Implementation involves coding the operations, not determining which operations are needed.
 - * Option C: "Implementation and testing." This is incorrect. These phases occur after the operations are determined, focusing on coding and verification.
 - * Option D: "Design and testing." This is incorrect. Testing verifies the implemented operations, not their determination.
- Certiport Scripting and Programming Foundations Study Guide (Section on Waterfall Phases).
 Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).
 Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Analysis and Design).

NEW QUESTION # 45

An algorithm to calculate the positive difference in two given values, x and y, uses the steps shown.

- 1) Put Diff to output
- 2) Set Diff = x - y
- 3) If $y > x$, set Diff = y - x
- 4) Declare variable Diff

What are the two steps of the algorithm that need to be switched to result in success?

- A. 1 and 4
- B. 1 and 2
- C. 2 and 4
- D. 3 and 4

Answer: A

Explanation:

The algorithm's success depends on the correct sequence of steps. The steps should first declare the variable Diff before attempting to use it in calculations. If the declaration of Diff (step 4) is not done prior to its use (step 1), the algorithm will attempt to use an undeclared variable, which will result in an error.

Therefore, switching steps 1 and 4 ensures that Diff is declared before any operations are performed on it.

NEW QUESTION # 46

A programmer is developing an application that needs to manipulate text in a variety of ways. Everything the programmer needs is standard in the industry and the programmer wants to perform these manipulations with a minimal amount of code. What does the programmer need?

- A. An algorithm
- B. A programming library
- C. A function
- D. A script

Answer: B

Explanation:

In the context of text manipulation, a programming library is a collection of pre-written code that provides standard functions and procedures to perform common tasks. This allows programmers to perform text manipulations with a minimal amount of code, as they can leverage the functions provided by the library instead of writing everything from scratch. Libraries often include functions for string handling, such as searching, splitting, joining, and formatting strings, which are standard requirements in many applications.

References:

* The explanation is based on common practices in software development where libraries are used to simplify and expedite coding tasks. For more information on text manipulation in programming and the use of libraries, you can refer to resources such as freeCodeCamp¹, GeeksforGeeks², and other reputable programming tutorials and documentation.

NEW QUESTION # 47

The steps in an algorithm to calculate the positive difference in given values, x and y, are given in no particular order:

- * Put Diff to output.
- * Set Diff = x - y.
- * If y > x, set Diff = y - x.
- * Declare variable Diff. What is the first step of the algorithm?

- **A. Declare variable Diff.**
- B. If y > x, set Diff = y - x.
- C. Set Diff = x - y.
- D. Put Diff to output.

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The algorithm calculates the positive difference between x and y (i.e., $|x - y|$). According to foundational programming principles, an algorithm's steps must be executed in a logical order, and variables must be declared before they are used.

* Steps Analysis:

- * Declare variable Diff: Creates the variable Diff to store the result. Must occur first, as other steps use Diff.
- * Set Diff = x - y: Computes the difference, assuming $x \geq y$. Requires Diff to exist.
- * If y > x, set Diff = y - x: Adjusts Diff to ensure it's positive if $y > x$. Requires Diff to exist.
- * Put Diff to output: Outputs the final result. Must occur last, after Diff is computed.

* Logical Order:

- * Declare Diff (create variable).
- * Set Diff = x - y (initial difference).
- * If y > x, set Diff = y - x (ensure positive).
- * Output Diff.

* Option A: "Put Diff to output." Incorrect. Outputting Diff requires it to be computed, which happens after declaration and calculation.

* Option B: "Set Diff = x - y." Incorrect. Setting Diff requires Diff to be declared first.

* Option C: "If y > x, set Diff = y - x." Incorrect. This step uses Diff, so declaration must precede it.

* Option D: "Declare variable Diff." Correct. Declaring Diff is the first step, as all other steps depend on Diff existing.

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

Python Documentation: "Variable Declaration" (https://docs.python.org/3/reference/simple_stmts.html#assignment-statements).

W3Schools: "C Variables" (https://www.w3schools.com/c/c_variables.php).

NEW QUESTION # 48

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