

# Scripting-and-Programming-Foundations

## Zertifizierungsantworten & Scripting-and-Programming-Foundations Dumps Deutsch

### WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS (END OF SECTION 2022/2023 TEST PREP)

What is Programming? (correct answers) You write your source code and then a compiler goes through the code and creates a separate file that contains the machine code. This separate file is an executable file because the computer can directly execute it. All of the code is converted at once and the new compiled file is no longer editable.

Found in Lynda.com Lesson 1: Programming Basics, "Compiled and Interpreted Languages"

What is an interpreted programming language? (correct answers) An interpreted language does the conversion from source code to machine code on-the-fly. There is no separate machine code file. The computer executes each line when it is needed. This means that all of the code is saved in a format that is editable programming language.

Found in Lynda.com Lesson 1: Programming Basics, "Compiled and Interpreted Languages"

What is the main difference in compiled and interpreted code? (correct answers) The main difference is when the code is converted to machine language. A compiled language converts all of the code at one time, before the code is run by the machine, and saves this into a new file. That new file is now machine code, and is not editable. An interpreted language still needs to convert to machine language in order for the computer to understand it, but it does this at the time that the code is executed. The original programming language is preserved, so it is editable.

What is an object? (correct answers) Something that has its own identity and characteristics, separate from other objects.

Found in Lynda Lesson 1: Core Concepts, "What is an Object"

What three things describe an object in object-oriented programming languages? (correct answers) Identity, attributes, and behavior

Wir Fast2test bieten alle mögliche Vorbereitungsunterlagen von WGU Scripting-and-Programming-Foundations Zertifizierungsprüfung. Sie können die WGU Scripting-and-Programming-Foundations Prüfungsunterlagen in verschiedenen Webseiten und Büchern finden. Aber unsere Prüfungsfragen und Testantworten sind die besten und die umfassendsten. Unsere WGU Scripting-and-Programming-Foundations Prüfungsfragen und -antworten können Ihnen helfen, nur einmal diese Prüfung zu bestehen. Und Sie können weniger Zeit verwenden.

Durch die WGU Scripting-and-Programming-Foundations Zertifizierungsprüfung werden Ihre Berufsaussichten sicher verbessert werden. Denn die WGU Scripting-and-Programming-Foundations Zertifizierungsprüfung ist eine sehr beliebte IT-Prüfung. Wenn Sie die Prüfung bestehen, heißt das eben, dass Sie gute Fachkenntnisse und Fähigkeiten besitzen und geeignet für die Arbeit sind.

>> Scripting-and-Programming-Foundations Zertifizierungsantworten <<

## Scripting-and-Programming-Foundations: WGU Scripting and Programming Foundations Exam Dumps & PassGuide Scripting-and-Programming-Foundations Examen

Kümmern Sie sich darum, die ausgezeichnete Prüfungsunterlagen zur WGU Scripting-and-Programming-Foundations Zertifizierung zu finden? Machen Sie sich jetzt keine Sorge, alle Prüfungsfragen sind an Fast2test vorhanden. Fast2test hat eine hocheffektive Lernmethode zur WGU Scripting-and-Programming-Foundations Prüfungsteilnehmer geschaffen. Es ist sehr müde, wenn Sie sich

auf die WGU Scripting-and-Programming-Foundations Zertifizierung während der Arbeit vorbereiten. Um Ihre Zeit für die Prüfungsvorbereitung zu sparen, Fast2test bietet Ihnen WGU Scripting-and-Programming-Foundations Dumps, mit denen Sie in kurzer Zeit diese Prüfung bestehen können. Diese dumps beinhalten alle mögliche Fragen in den aktuellen Prüfungen. So, Sie können WGU Scripting-and-Programming-Foundations Zertifizierungsprüfung bestehen, solange sie diese dumps gut lernen.

## WGU Scripting-and-Programming-Foundations Prüfungsplan:

| Thema   | Einzelheiten                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Thema 1 | <ul style="list-style-type: none"> <li>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.</li> </ul>                           |
| Thema 2 | <ul style="list-style-type: none"> <li>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.</li> </ul>                                                      |
| Thema 3 | <ul style="list-style-type: none"> <li>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.</li> </ul>                                                                                                       |
| Thema 4 | <ul style="list-style-type: none"> <li>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.</li> </ul> |

## WGU Scripting and Programming Foundations Exam Scripting-and-Programming-Foundations Prüfungsfragen mit Lösungen (Q122-Q127):

### 122. Frage

The steps in an algorithm to build a picnic table are given.

- 1) Measure and mark the lumber cuts that need to be made
- 2) Buy the needed materials
- 3) Determine the needed materials
- 4) Cut the lumber to the proper dimensions
- 5) Assemble the pieces and paint.

Which two steps of the algorithm should be switched to make the algorithm successful?

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

**Antwort: C**

**Begründung:**

\* Measure and mark the lumber cuts: This step involves measuring and marking the specific cuts required for the picnic table. It ensures that the lumber pieces are appropriately sized for assembly.

\* Determine the needed materials: Before purchasing materials, it's essential to determine what is required. This step involves creating a list of necessary items such as lumber, screws, paint, etc.

\* Buy the needed materials: Once the materials list is ready, proceed to purchase them. This step ensures that you have all the necessary supplies before starting the construction.

\* Cut the lumber to the proper dimensions: With the materials on hand, cut the lumber according to the measurements marked in

step 1. This ensures that the pieces fit together correctly during assembly.

\* Assemble the pieces and paint: Finally, assemble the cut lumber pieces to create the picnic table. After assembly, apply paint or finish as desired.

References

\* No specific references are provided for this question, but the steps align with general woodworking practices for constructing a picnic table. You can refer to woodworking guides or carpentry resources for further details.

### 123. Frage

What is output by calling Greeting() twice?

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

Antwort: A

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

The question is incomplete, as the definition of the Greeting() function is not provided. However, based on standard programming problem patterns and the output options, we assume Greeting() is a function that outputs "Hello!" each time it is called. According to foundational programming principles, calling a function multiple times repeats its output unless state changes occur.

\* Assumption: Greeting() outputs "Hello!" to the console (e.g., in Python: `def Greeting(): print("Hello!")`).

\* Calling Greeting() twice outputs "Hello!" twice, concatenated in the output stream as "Hello!Hello!" (assuming no extra newlines or spaces, as is typical in such problems).

\* Option A: "Hello!." This is incorrect. A single "Hello!" would result from one call, not two.

\* Option B: "Hello!!." This is incorrect. This suggests a modified output (e.g., adding an extra !), which is not implied by the function's behavior.

\* Option C: "Hello!Hello!." This is correct. Two calls to Greeting() produce "Hello!" twice, appearing as "Hello!Hello!" in the output.

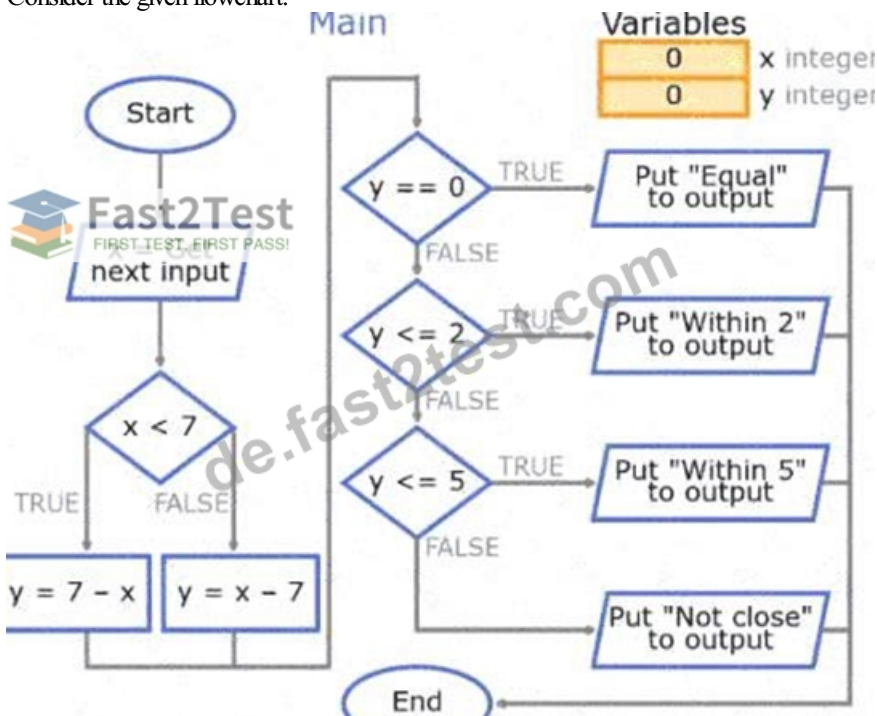
Certiport Scripting and Programming Foundations Study Guide (Section on Function Calls and Output).

Python Documentation: "Print Function" (<https://docs.python.org/3/library/functions.html#print>).

W3Schools: "C Output" ([https://www.w3schools.com/c/c\\_output.php](https://www.w3schools.com/c/c_output.php)).

### 124. Frage

Consider the given flowchart.



What is the output of the input is 7?

- A. Equal
- B. Within 2
- C. Not close
- D. Within 5

**Antwort: C**

Begründung:

- \* Start with the input value (in this case, 7).
- \* Follow the flowchart's paths and apply the operations as indicated by the symbols and connectors.
- \* The rectangles represent processes or actions to be taken.
- \* The diamonds represent decision points where you will need to answer yes or no and follow the corresponding path.
- \* The parallelograms represent inputs/outputs within the flowchart.
- \* Use the input value and apply the operations as you move through the flowchart from start to finish.

### 125. Frage

What is the loop variable update statement in the following code?



- A.  $J < 24$
- B.  $J = j + 3$
- C. Integer  $j = -1$
- D. Put  $j$  to output

**Antwort: B**

Begründung:

The loop variable update statement is responsible for changing the loop variable's value after each iteration of the loop, ensuring that the loop progresses and eventually terminates. In the options provided,  $J = j + 3$  is the statement that updates the loop variable  $j$  by adding 3 to its current value. This is a typical update statement found in loops, particularly in 'for' or 'while' loops, where the loop variable needs to be changed systematically to avoid infinite loops.

### 126. Frage

A particular sorting takes integer list 10,8 and incorrectly sorts the list to 6, 10, 8.

What is true about the algorithm's correctness for sorting an arbitrary list of three integers?

- A. The algorithm is correct
- B. The algorithm is incorrect
- C. The algorithm only works for 10,6, 8
- D. The algorithm's correctness is unknown

**Antwort: B**

Begründung:

The correctness of a sorting algorithm is determined by its ability to sort a list of elements into a specified order, typically non-decreasing or non-increasing order. For an algorithm to be considered correct, it must consistently produce the correct output for all possible inputs. In the case of the given algorithm, it takes the input list [10, 8] and produces the output [6, 10, 8], which is not sorted in non-decreasing order. This indicates that the algorithm does not correctly sort the list, as the output is neither sorted nor does it maintain the integrity of the original list (the number 6 was not in the original list).

Furthermore, the fact that the output contains an integer (6) that was not present in the input list suggests that the algorithm is not preserving the elements of the input list, which is a fundamental requirement for a sorting algorithm. This violation confirms that the algorithm is incorrect for sorting an arbitrary list of three integers, as it cannot be relied upon to sort correctly or maintain the original list elements.

### 127. Frage

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IT-Industrie entwickelt sich sehr schnell und die Angestellten in dieser Branche werden mehr gefordert. Wenn Sie nicht ausscheiden

[illegible]