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

Topic	Details
Topic 1	• 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 2	• 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 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.

WGU Scripting and Programming Foundations Exam Sample Questions (Q93-Q98):

NEW QUESTION # 93
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. N
- C. 0
- D. 1

Answer: B

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 # 94
Which characteristic distinguishes an object-oriented language from other languages?

- A. It has variables that never change type during execution
- B. It specifies a series of well-structured steps to compose a program.
- C. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.
- D. It is extremely portable and can be run on any machine that has a program than can read the code.

Answer: C

Explanation:
The defining characteristic of an object-oriented language is its support for objects and classes, which encapsulate data and behavior. This includes the ability to define custom variable types (classes) with their own methods, and the use of key principles such as information hiding, data abstraction, encapsulation, polymorphism, and inheritance. These features distinguish object-oriented languages from procedural languages, which do not typically support these concepts in the same way.
References: The characteristics of object-oriented programming (OOP) are well-documented and recognized in the field of software development. The information provided aligns with standard definitions and explanations of OOP, as found in educational resources and programming literature123.

NEW QUESTION # 95
A programmer receives requirements from customers and deciders 1o build a first version of a program.
Which phase of an agile approach is being carried out when trio programmer starts writing the program's first version?

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

Answer: C

Explanation:
In the context of Agile software development, when a programmer begins writing the first version of a program after receiving requirements from customers, they are engaging in the Implementation phase. This phase is characterized by the actual coding or development of the software, where the focus is on turning the design and analysis work into a working product. It's a part of the iterative process where developers create, test, and refine the software in successive iterations.
The Agile approach emphasizes incremental development and frequent feedback, with each iteration resulting in a potentially shippable product increment. The Implementation phase is where these increments are built, and it typically follows the Design phase, where the system's architecture and components are planned out.
References: The information aligns with the key stages of the Agile Development Life Cycle, which includes the phases of Concept,

Inception, Iteration (Implementation), Testing, Release, and Review12.

NEW QUESTION # 96
A programmer has been hired to create an inventory system for the books in a library. What is the waterfall phase in which waterfall outlining all the functions that need to be written to support the inventory system?

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

Answer: C

Explanation:
In the Waterfall model of software development, the phase where all functions that need to be written to support the inventory system would be outlined is the Design phase. This phase is critical as it translates the requirements gathered during the analysis phase into a blueprint for constructing the system. It involves two subphases: logical design and physical design. The logical design subphase is where possible solutions are brainstormed and theorized, while the physical design subphase is when those theoretical ideas and schemas are turned into concrete specifications12.
References:
* The explanation is based on the standard Waterfall model phases, which include Requirements, Design, Implementation, Verification, and Maintenance. More detailed information on these phases can be found in resources like "Waterfall Methodology: The Ultimate Guide to the Waterfall Model" by ProjectManager1 and other educational platforms2.

NEW QUESTION # 97
A software developer creates a list of all objects and functions that will be used in a board game application and then begins to write the code for each object. Which two phases of the Agile approach are being carried out?

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

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
The tasks described involve creating a technical plan (listing objects and functions) and coding (writing the objects). According to foundational programming principles and Agile methodologies, these correspond to the design phase (planning the structure) and the implementation phase (coding).
* Agile Phases Analysis:
* Analysis: Defines requirements (e.g., "the game must support players and moves").
* Design: Specifies technical components (e.g., objects like Player, Board, and functions like makeMove()).
* Implementation: Writes the code for the specified components.
* Testing: Verifies the code works as intended.
* Tasks Breakdown:
* Creating a list of objects and functions: This is a design task, as it involves planning the program's structure (e.g., class diagrams or function signatures).
* Writing the code for each object: This is an implementation task, as it involves coding the objects (e.g., implementing the Player class).
* Option A: "Analysis and design." This is incorrect. Analysis defines high-level requirements, not the specific objects and functions, which are part of design.
* Option B: "Design and implementation." This is correct. Designing the list of objects and functions occurs in the design phase, and writing their code occurs in the implementation phase.
* Option C: "Analysis and implementation." This is incorrect. Analysis does not involve listing technical components like objects and functions.
* Option D: "Design and testing." This is incorrect. Testing verifies the coded objects, not the act of creating their list or writing their code.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Phases).

Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).
Agile Alliance: "Design and Implementation" (https://www.agilealliance.org/glossary/design/).

NEW QUESTION # 98

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