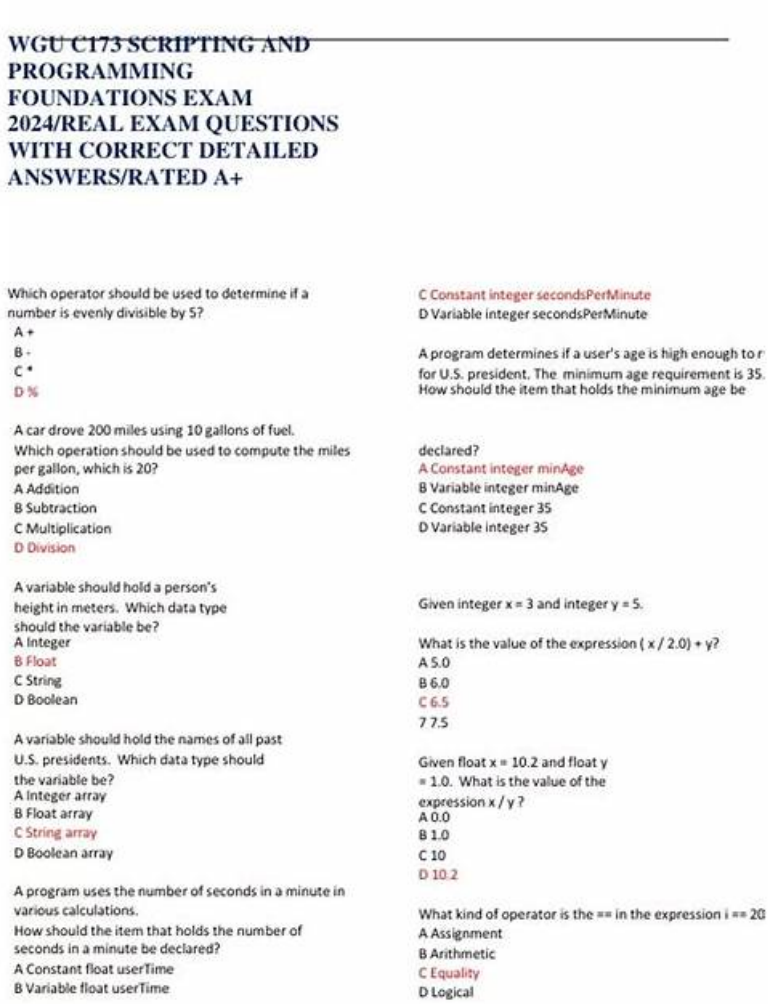
Latest Scripting-and-Programming-Foundations Real Exam Questions, WGU Scripting-and-Programming-Foundations Practice Test, WGU Scripting and Programming Foundations Exam



WGU C173 SCRIPTING AND PROGRAMMING FOUNDATIONS EXAM 2024/REAL EXAM QUESTIONS WITH CORRECT DETAILED ANSWERS/RATED A+

Which operator should be used to determine if a number is evenly divisible by 5?
A +
B -
C *
D %

A car drove 200 miles using 10 gallons of fuel. Which operation should be used to compute the miles per gallon, which is 20?
A Addition
B Subtraction
C Multiplication
D Division

A variable should hold a person's height in meters. Which data type should the variable be?
A Integer
B Float
C String
D Boolean

A variable should hold the names of all past U.S. presidents. Which data type should the variable be?
A Integer array
B Float array
C String array
D Boolean array

A program uses the number of seconds in a minute in various calculations. How should the item that holds the number of seconds in a minute be declared?
A Constant float userTime
B Variable float userTime
C Constant integer secondsPerMinute
D Variable integer secondsPerMinute

A program determines if a user's age is high enough to r for U.S. president. The minimum age requirement is 35. How should the item that holds the minimum age be declared?
A Constant integer minAge
B Variable integer minAge
C Constant integer 35
D Variable integer 35

Given integer x = 3 and integer y = 5.

What is the value of the expression (x / 2.0) + y?
A 5.0
B 6.0
C 6.5
7 7.5

Given float x = 10.2 and float y = 1.0. What is the value of the expression x / y ?
A 0.0
B 1.0
C 10
D 10.2

What kind of operator is the == in the expression i == 20
A Assignment
B Arithmetic
C Equality
D Logical

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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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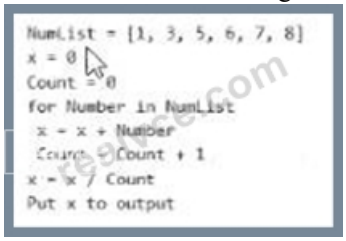
WGU Scripting and Programming Foundations Exam Sample Questions (Q95-Q100):

NEW QUESTION # 95
What is the outcome for the given algorithm? Round to the nearest tenth, if necessary.



- A. 6.1
- B. 8.4
- C. 5.0
- D. 6.0

Answer: C

Explanation:
* Initialize two variables: x and Count to zero.
* Iterate through each number in the NumList.

* For each number in the list:
* Add the number to x.
* Increment Count by one.
* After processing all numbers in the list, calculate the average:
* Average = x / Count.
The NumList contains the following integers: [1, 3, 5, 6, 7, 8].
Calculating the average: (1 + 3 + 5 + 6 + 7 + 8) / 6 = 30 / 6 = 5.0.
However, none of the provided options match this result. It seems there might be an error in either the options or the calculation.

NEW QUESTION # 96
The steps in an algorithm to buy a pair of shoes from a store are given in no particular order.
* Bring the shoes to the cashier
* Pay for the shoes
* Enter the store
* Select the pair of shoes
What is the first step of the algorithm?

- A. Enter the store
- B. Pay for the shoes.
- C. Bring the shoes to the cashier.
- D. Select the pair of shoes.

Answer: A

Explanation:
An algorithm is a set of step-by-step instructions for completing a task. In the context of buying a pair of shoes from a store, the first logical step would be to enter the store. This is because one cannot select a pair of shoes, bring them to the cashier, or pay for them without first entering the store. The steps should follow a logical sequence based on the dependencies of each action:
* Enter the store - This is the initial step as it allows access to the shoes available for purchase.
* Select the pair of shoes - Once inside, the next step is to choose the desired pair of shoes.
* Bring the shoes to the cashier - After selection, the shoes are taken to the cashier for payment.
* Pay for the shoes - The final step is the transaction to exchange money for the shoes.

NEW QUESTION # 97
Which characteristic distinguishes a markup language from other languages

- A. It does not perform complex algorithms, but instead describes the content and formatting of webpages and other documents.
- B. It supports decomposing programs into custom types that often combine with other variable types into more complicated concepts.
- C. It allows variables to change type during execution
- D. It requires fewer variables and variable conversions than other languages because the types can change during execution

Answer: A

Explanation:
Markup languages, such as HTML, XML, and SGML, are distinct from programming languages in that they are used for structuring, formatting, and defining the presentation of content within documents. They utilize tags to denote how elements should be displayed, but do not contain logic or algorithms to perform computations or process data123. Instead, markup languages are concerned with the layout and organization of text and images, making them more descriptive and less about executing tasks4.

NEW QUESTION # 98
A particular sorting algorithm takes integer list [10, 6, 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 incorrect.
- B. The algorithm is correct.

- C. The algorithm's correctness is unknown.
- D. The algorithm only works for [10, 6, 8].

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
A sorting algorithm is correct if it consistently produces a sorted output (e.g., ascending order: [6, 8, 10] for input [10, 6, 8]).
According to foundational programming principles, if an algorithm fails to sort any input correctly, it is considered incorrect for the general case.
* Analysis:
* Input: [10, 6, 8].
* Output: [6, 10, 8].
* Correct sorted output: [6, 8, 10] (ascending).
* The algorithm's output [6, 10, 8] is not sorted, as 10 > 8.
* Option A: "The algorithm is incorrect." This is correct. Since the algorithm fails to sort [10, 6, 8] correctly, it is not a valid sorting algorithm for arbitrary inputs. A single failure proves incorrectness for the general case.
* Option B: "The algorithm only works for [10, 6, 8]." This is incorrect. The algorithm does not "work" for [10, 6, 8], as it produces an incorrect output.
* Option C: "The algorithm's correctness is unknown." This is incorrect. The given example demonstrates incorrectness, so the algorithm is known to be incorrect.
* Option D: "The algorithm is correct." This is incorrect. The algorithm fails to sort the given input correctly.
Certiport Scripting and Programming Foundations Study Guide (Section on Sorting Algorithms).
Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Chapter 2: Sorting).
GeeksforGeeks: "Sorting Algorithms" (https://www.geeksforgeeks.org/sorting-algorithms/).

NEW QUESTION # 99
What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

- A. Variable int gpa
- B. Variable float gpa
- C. Constant float gpa
- D. Constant int gpa

Answer: B

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
A grade point average (GPA) is a numerical value that typically includes decimal places (e.g., 3.75).
According to foundational programming principles, it should be declared as a variable if it may change (e.g., as grades are updated) and as a floating-point type to accommodate decimals.
* Option A: "Variable float gpa." This is correct. GPA requires a floating-point type (float) to handle decimal values, and since it may change over the term, it should be a variable, not a constant. For example, in C: float gpa = 3.5;.
* Option B: "Constant float gpa." This is incorrect. A constant (const in C) cannot be modified after initialization, but GPA may change as new grades are added.
* Option C: "Variable int gpa." This is incorrect. An integer (int) cannot store decimal values, which are common in GPAs (e.g., 3.2).
* Option D: "Constant int gpa." This is incorrect. GPA requires a float for decimals and a variable for mutability, making both const and int unsuitable.
Certiport Scripting and Programming Foundations Study Guide (Section on Variables and Data Types).
C Programming Language Standard (ISO/IEC 9899:2011, Section on Floating Types).
W3Schools: "C Variables" (https://www.w3schools.com/c/c_variables.php).

NEW QUESTION # 100
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