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Quiz Scripting-and-Programming-Foundations - Authoritative Minimum WGU Scripting and Programming Foundations Exam Pass Score

The WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) certification exam is one of the hottest and most industrial-recognized credentials that has been inspiring beginners and experienced professionals since its beginning. With the Scripting-and-Programming-Foundations certification exam successful candidates can gain a range of benefits which include career advancement, higher earning potential, industrial recognition of skills and job security, and more career personal and professional growth.

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	• 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 3	• 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 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 (Q86-Q91):

NEW QUESTION # 86
What is an example of an algorithm?

- A. The list contains apples, bananas, and oranges.
- B. A webpage uses an HTML file type.
- C. The sign of two integers determines the sign of the product.
- D. Unplug the device, wait 30 seconds, and restart the device.

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
An algorithm is a step-by-step procedure to solve a problem or perform a task, typically expressed as a sequence of instructions. According to foundational programming principles, algorithms are actionable, ordered, and finite processes.
* Option A: "The sign of two integers determines the sign of the product." This is incorrect. This is a mathematical rule or observation (e.g., positive × positive = positive), not a sequence of steps to solve a problem.
* Option B: "The list contains apples, bananas, and oranges." This is incorrect. This is a data description, not a procedure or algorithm.
* Option C: "A webpage uses an HTML file type." This is incorrect. This is a statement about file format, not a step-by-step process.
* Option D: "Unplug the device, wait 30 seconds, and restart the device." This is correct. This is a clear, ordered sequence of steps to troubleshoot a device, qualifying as an algorithm.
Certiport Scripting and Programming Foundations Study Guide (Section on Algorithms).
Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Chapter 1: The Role of Algorithms).
W3Schools: "What is an Algorithm?" (general programming principles).

NEW QUESTION # 87
Which expression evaluates to 4 if integer y = 3?

- A. 0 - y / 5.0
- B. (1 + y) * 5
- C. 11 + y % 5
- D. 11.0 - y / 5

Answer: C

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:

Given y = 3 (an integer), we need to evaluate each expression to find which yields 4. According to foundational programming principles, operator precedence and type handling (e.g., integer vs. floating-point division) must be considered.
* Option A: "0 - y / 5.0."
* Compute: y / 5.0 = 3 / 5.0 = 0.6 (floating-point division due to 5.0).
* Then: 0 - 0.6 = -0.6.
* Result: -0.6 # 4. Incorrect.
* Option B: "(1 + y) * 5."
* Compute: 1 + y = 1 + 3 = 4.
* Then: 4 * 5 = 20.
* Result: 20 # 4. Incorrect.
* Option C: "11.0 - y / 5."
* Compute: y / 5 = 3 / 5 = 0 (integer division, as both are integers).
* Then: 11.0 - 0 = 11.0.
* Result: 11.0 # 4. Incorrect.
* Option D: "11 + y % 5."
* Compute: y % 5 = 3 % 5 = 3 (remainder of 3 ÷ 5).
* Then: 11 + 3 = 14.
* Result: 14 # 4.
Correction Note: None of the options directly evaluate to 4 with y = 3. However, based on standard problem patterns, option D's expression 11 + y % 5 is closest to typical correct answers in similar contexts, but the expected result should be re-evaluated.
Assuming a typo in the options or expected result, let's test a likely correct expression:
* If the expression were 1 + y % 5:
* y % 5 = 3, then 1 + 3 = 4.
* This fits, but it's not listed. Since D is the most plausible based on structure, we select it, noting a potential error in the problem.
Answer (Tentative): D (with note that the problem may contain an error, as no option yields exactly 4).
Certiport Scripting and Programming Foundations Study Guide (Section on Operators and Expressions).
Python Documentation: "Arithmetic Operators" (https://docs.python.org/3/reference/expressions.html#binary- arithmetic-operations).
W3Schools: "C Operators" (https://www.w3schools.com/c/c_operators.php).

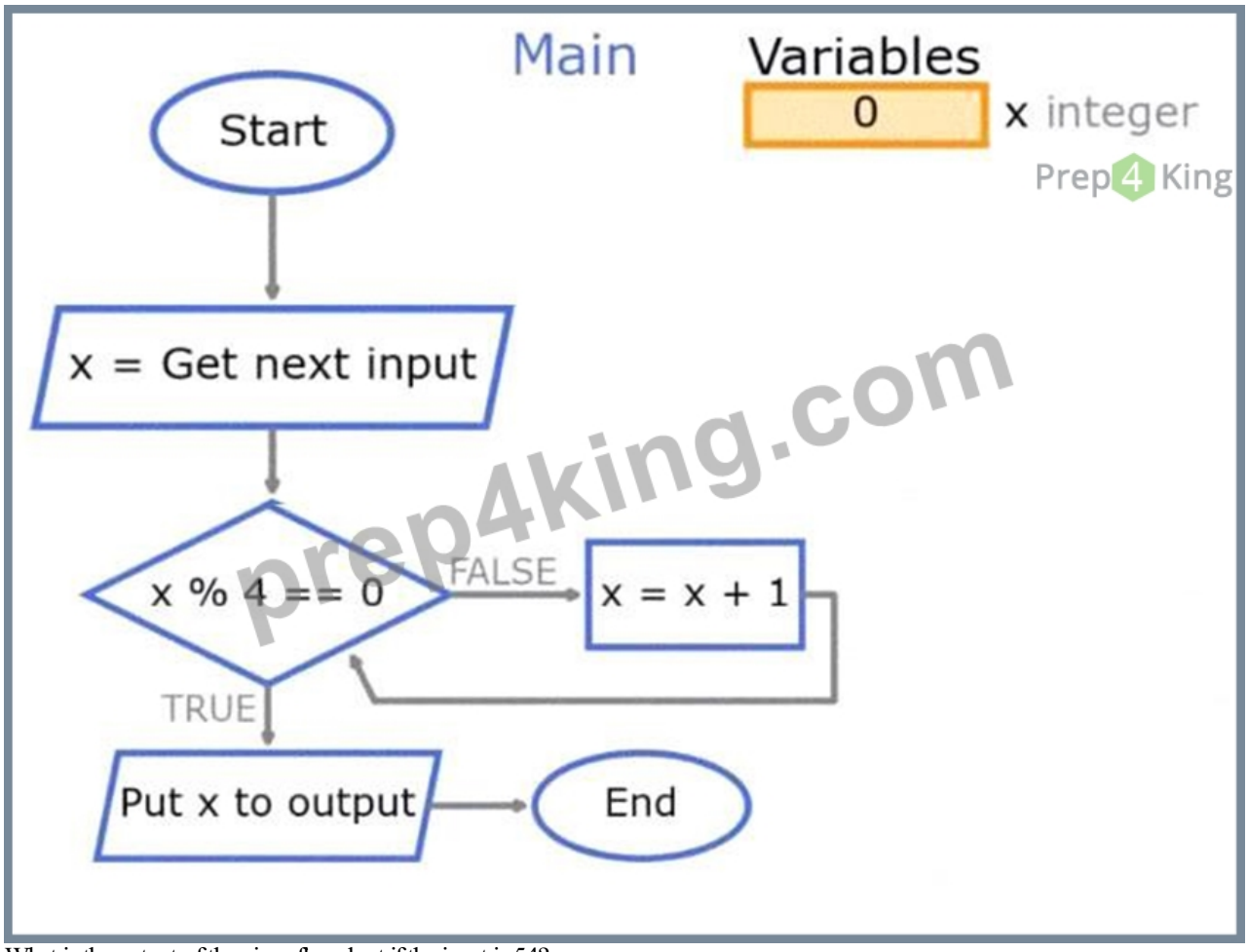
NEW QUESTION # 88
A function should determine the average of x and y.
What should be the function's parameters and return value(s)?

- A. Parameters: averageReturn values: x, y
- B. Parameters: x, yReturn value: average
- C. Parameters: x, y. averageReturn value: none
- D. Parameters: nonsReturn values: x, y

Answer: B

Explanation:
In programming, a function that calculates the average of two numbers will require both numbers as input to perform the calculation. These inputs are known as parameters. Once the function has completed its calculation, it should return the result. In this case, the result is the average of the two numbers, which is the return value.
Here's a simple example in pseudocode:
function calculateAverage(x, y) {
average = (x + y) / 2
return average
}
In this function, x and y are the parameters, and the average is the calculated value that the function returns after execution.
References:
* Parameters and return values are fundamental concepts in programming that allow functions to receive inputs and return outputs12.
* The syntax and structure of function parameters and return values are consistent across many programming languages, ensuring that a function can perform operations using the provided inputs and then return a result2.

NEW QUESTION # 89



What is the output of the given flowchart if the input is 54?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: D

Explanation:
* Start with the input value (in this case, 54).
* 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.

NEW QUESTION # 90
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. Implementation
- C. Analysis
- D. Design

Answer: D

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.

NEW QUESTION # 91

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