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Scripting-and-Programming-Foundations Questions

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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	• 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	• 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.
Topic 4	• 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.

WGU Scripting and Programming Foundations Exam Sample Questions (Q10-Q15):

NEW QUESTION # 10
Which output results from the given algorithm?

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

Answer: A

Explanation:
The algorithm depicted in the image is a simple loop that iterates 5 times. Each iteration multiplies the current value of i by 2 and adds it to the variable sum. The loop starts with i equal to 1 and sum equal to 0. Here's the breakdown:
* First iteration: i = 1, sum = 0 + (1 * 2) = 2
* Second iteration: i = 2, sum = 2 + (2 * 2) = 6

* Third iteration: i = 3, sum = 6 + (3 * 2) = 12
* Fourth iteration: i = 4, sum = 12 + (4 * 2) = 20
* Fifth iteration: i = 5, sum = 20 + (5 * 2) = 30
However, the algorithm includes a condition that checks if sum is greater than 10. If this condition is true, the algorithm outputs the value of i and stops. This condition is met during the third iteration, where sum becomes
12. Therefore, the algorithm outputs the value of i at that point, which is 3.
References: The explanation is based on the standard behavior of loops and conditional statements in programming. For more information on algorithms and their implementation, you can refer to resources like
"Introduction to Algorithms" by Cormen et al. and online platforms like GeeksforGeeks1.

NEW QUESTION # 11
What is an argument?

- A. An input named in the definition of a function
- B. A piece of information provided in a function call
- C. A piece of information assigned to a function's output
- D. A declared piece of information within a function

Answer: B

Explanation:
In programming, an argument is a value that is passed to a function when it is called. The function can then use that information within its scope as it runs. Arguments are often used interchangeably with parameters, but they refer to the actual values provided to the function, while parameters are the variable names listed in the function's definition that receive the argument values12.
For example, consider a function calculateSum that takes two arguments, a and b:
Python
def calculateSum(a, b):
return a + b
# Here, 5 and 3 are arguments provided in the function call.
result = calculateSum(5, 3)
AI-generated code. Review and use carefully. More info on FAQ.
In this case, 5 and 3 are the arguments provided in the function call to calculateSum. They are not declared within the function (option B), not assigned to the function's output (option C), nor are they inputs named in the definition of the function (option D). Instead, they are pieces of information provided during the function call, which aligns with option A.
References:
* iD Tech's explanation of arguments in programming1.
* Programming Fundamentals' discussion on parameters and arguments2.

NEW QUESTION # 12
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. Select the pair of shoes.
- B. Bring the shoes to the cashier.
- C. Enter the store
- D. Pay for the shoes.

Answer: C

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.
References:
* The concept of algorithms and their properties can be found in computer science and programming literature, such as "Introduction to Algorithms" by Cormen, Leiserson, Rivest, and Stein.
* The logical ordering of steps in a process is a fundamental aspect of algorithm design, which is covered in foundational programming and scripting courses.

NEW QUESTION # 13
Which action occurs during the design phase of an Agile process?

- A. Determining the functions that need to be written
- B. Determining the goals of the project
- C. Deciding on the name of the program
- D. Writing the required objects

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
In Agile, the design phase focuses on creating technical specifications and plans for implementing the software, including identifying functions, classes, or modules. According to foundational programming principles, this phase bridges requirements (from analysis) to coding (in implementation).
* Option A: "Determining the functions that need to be written." This is correct. During the design phase, the team specifies the functions, methods, or components (e.g., function signatures, class methods) required to meet the requirements. For example, designing a calculateTotal() function for an e- commerce system occurs here.
* Option B: "Determining the goals of the project." This is incorrect. Project goals are established during the analysis phase, where requirements and user stories are defined.
* Option C: "Writing the required objects." This is incorrect. Writing code (e.g., implementing classes or objects) occurs during the implementation phase, not design.
* Option D: "Deciding on the name of the program." This is incorrect. Naming the program is a minor decision, typically made earlier (e.g., during project initiation or analysis), and is not a primary focus of the design phase.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Design Phase).
Agile Alliance: "Agile Design" (https://www.agilealliance.org/glossary/design/).
Fowler, M., Refactoring: Improving the Design of Existing Code (design principles in Agile).

NEW QUESTION # 14
What are two examples of equality operators?
Choose 2 answers

- A. <=
- B. -
- C. ==
- D. !=
- E. /
- F. not

Answer: C,D

Explanation:
Equality operators are used to compare two values or expressions to determine if they are equal or not.
The == operator checks for equality, returning true if the two operands are equal. Conversely, the != operator checks for inequality, returning true if the operands are not equal. These operators are fundamental in programming for control flow, allowing decisions to be made based on the comparison of values.
For example, in a conditional statement, one might use:
```
if (x == y) {
// Code to execute if x is equal to y
}
```
And for inequality:

```
if (x != y) {
// Code to execute if x is not equal to y
}
```
References: The explanation provided is based on standard programming practices and the definitions of equality operators as commonly used in many programming languages1234.

NEW QUESTION # 15
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