

Realistic Question Scripting-and-Programming-Foundations Explanations - Easy and Guaranteed Scripting-and-Programming-Foundations Exam Success

**WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026
COMPLETE QUESTIONS WITH CORRECT
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1. Function - ANSWER ✓ is a list of statements executed by invoking the function's name, with such invoking known as a function call. Any function input values, or arguments, appear within (), and are separated by commas if more than one. Below, the function SquareRoot is called with one argument, areaSquare. The function call evaluates to a value, as in SquareRoot(areaSquare) below evaluating to 7.0, which is assigned to sideSquare.
2. RandomNumber() - ANSWER ✓ function is a built-in zyFlowchart function that takes two arguments, lowValue and highValue, and returns a random integer in the range lowValue to highValue. Ex: RandomNumber(1, 10) returns a random integer in the range 1 to 10.
3. Type conversion - ANSWER ✓ a conversion of one data type to another, such as an integer to a float. zyFlowchart automatically performs several common conversions between integer and float types, and such automatic conversion is known as implicit conversion.

For an arithmetic operator like + or *, if either operand is a float, the other is automatically converted to float, and then a floating-point operation is performed.

For assignments, the right side type is converted to the left side type.

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Question Explanations

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WGU Scripting and Programming Foundations Exam Sample Questions (Q46-Q51):

NEW QUESTION # 46

One requirement for the language of a protect is that it is based on a series of method calls. When type of language is characterized in this way?

- A. Static
- B. Compiled
- C. Functional
- D. Markup

Answer: C

Explanation:

A language characterized by a series of method calls is typically referred to as a functional language. In functional programming, computation is treated as the evaluation of mathematical functions and avoids changing-state and mutable data. It is a declarative programming paradigm, which means programming is done with expressions or declarations instead of statements. In functional languages, functions are first-class citizens, meaning they can be passed as arguments to other functions, returned as values from other functions, and assigned to variables.

NEW QUESTION # 47

Which characteristic distinguishes a markup language from other languages

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

Answer: D

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 # 48

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

Answer: C

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 # 49

Which value would require an integer as a data type?

- A. The number of students in a section
- B. The cost of a dinner including tax and tip
- C. An approximation of the number pi to five decimal places
- D. The weights of every patient involved in a pharmaceutical

Answer: A

Explanation:

An integer data type is used to represent whole numbers without any fractional or decimal component. In the given options:

* A. The number of students in a section is a countable quantity that does not require a fractional part, making it suitable for an integer data type.

* B. The cost of a dinner including tax and tip would typically involve a decimal to account for cents, thus requiring a floating-point data type.

* C. The weights of patients are usually measured with precision and can have decimal values, necessitating a floating-point data type.

* D. An approximation of the number pi to five decimal places is a decimal value and would require a floating-point data type.

NEW QUESTION # 50

Order the tasks needed to safely replace a lamp's light bulb from first (1) to last (4).

Select your answer from the pull down list.

Answer:

Explanation:

Explanation:

Safety and proper procedure are paramount when replacing a light bulb to avoid any electrical hazards or injuries. First, always ensure the lamp is turned off to prevent electrical shock. Next, carefully unscrew the broken or burnt-out bulb from the socket; it might be hot, so caution is advised. After removing the old bulb, screw in the new working bulb securely but without overtightening to avoid damaging the bulb or socket.

Finally, turn the lamp on to verify that the new bulb is functioning properly.

References The answer and explanation are based on general knowledge and common safety practices for handling electrical appliances; specific documents or standards on Scripting and Programming Foundations are not applicable here.

The image displays multiple-choice options for ordering tasks needed to safely replace a lamp's light bulb, providing an interactive learning method for understanding safety procedures in handling electrical items.

NEW QUESTION # 51

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