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WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026 COMPLETE QUESTIONS WITH CORRECT DETAILED ANSWERS || 100% GUARANTEED PASS <RECENT VERSION>

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

Topic	Details
Topic 1	• 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 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	• 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	• 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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q107-Q112):

NEW QUESTION # 107
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. Analysis
- B. Design
- C. Implementation
- D. Testing

Answer: B

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 # 108
Which problem is solved by DijkStra's shortest path algorithm?

- A. Given an alphabetized list of face entrants and a person's name, is the person entered in the race?
- B. Given two newspaper articles what is the greatest sequence of words shared by both articles?
- C. Given an increasing array of numbers is the number 19 in the array?
- D. Given the coordinates of five positions, what is the most fuel-efficient flight pain?

Answer: D

Explanation:
Dijkstra's shortest path algorithm is designed to find the shortest path between nodes in a graph. This can be applied to various scenarios, such as routing problems, network optimization, and in this case, determining the most fuel-efficient flight plan. The algorithm works by iteratively selecting the unvisited vertex with the smallest tentative distance from the source, then visiting the neighbors of this vertex and updating their tentative distances if a shorter path is found. This process continues until the destination vertex is reached or all reachable vertices have been visited.
In the context of the given options, Dijkstra's algorithm is best suited for option B, where the goal is to find the most fuel-efficient path (i.e., the shortest path) between multiple points (coordinates of five positions).
The algorithm is not designed to solve problems like searching for an element in an array (option A), finding the longest common subsequence (option C), or searching for a name in a list (option D).

NEW QUESTION # 109
Which phase of an Agile approach would create a function that calculates shipping costs based on an item's weight and delivery zip code?

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

Answer: B

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
In Agile software development, the process is iterative, with phases including analysis, design, implementation, and testing.
According to foundational programming principles and Agile methodologies (e.
g., Certiport Scripting and Programming Foundations Study Guide, Agile Manifesto), creating a function (writing code) occurs during the implementation phase.
* Agile Phases Overview:
* Analysis: Gathers requirements (e.g., user stories like "calculate shipping costs based on weight and zip code").
* Design: Plans the technical solution (e.g., specifying the function's signature, inputs, and outputs).
* Implementation: Writes and integrates the code (e.g., coding the function).
* Testing: Verifies the code meets requirements.
* Option A: "Testing." This is incorrect. Testing verifies the function's correctness, not its creation.
* Option B: "Analysis." This is incorrect. Analysis defines the requirement for the function (e.g., what it should do), not the coding.
* Option C: "Implementation." This is correct. In Agile, writing the function to calculate shipping costs (e.
g., calculateShipping(weight, zipCode)) happens during implementation, where code is developed based on the design.
* Option D: "Design." This is incorrect. Design specifies the function's structure (e.g., parameters, return type), but the actual coding occurs in implementation.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Development Phases).
Agile
Manifesto: "Working Software" (http://agilemanifesto.org/).
Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).

NEW QUESTION # 110
Given integer x = 12 and integer y = 4
What is the value of the expression x + y12?

- A. 0

- B. 1
- C. 2

Answer: B

Explanation:
The expression given is (x + y