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QUESTIONS AND CORRECT ANSWERS (CORRECT VERIFIED
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What does a programmer do first to use an existing programming library?

Answer- Include the library

What relationship is common among a programming library's functions?

Answer- Functions all relate to the same purpose.

What is an advantage of using a programming library?

Answer- The code has already been tested.

Which language is dynamically typed?

Answer- Python

Which language is not built on object-oriented design principles?

Answer- C

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WGU Scripting and Programming Foundations Exam Sample Questions (Q76-Q81):

NEW QUESTION # 76

Which problem is solved by Dijkstra's shortest path algorithm?

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

Answer: B

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).

References:

- * [GeeksforGeeks article on Dijkstra's Algorithm1](#)
- * [Wikipedia page on Dijkstra's Algorithm2](#)
- * [Programiz explanation of Dijkstra's Algorithm3](#)

NEW QUESTION # 77

Which two types of operators are found in the code snippet `not (g != S)`?

- A. Equality and arithmetic
- **B. Equality and logical**
- C. Assignment and arithmetic
- D. Logical and arithmetic

Answer: B

Explanation:

The code snippet `not (g != S)` contains two types of operators:

- * Equality Operator (`!=`): The expression `g != S` checks whether the value of `g` is not equal to the value of `S`. The `!=` operator is used for comparison and returns `True` if the values are different, otherwise `False`.
- * Logical Operator (`not`): The not operator is a logical negation operator. It inverts the truth value of a Boolean expression. In this case, `not (g != S)` evaluates to `True` if `g` is equal to `S`, and `False` otherwise.

Therefore, the combination of these two operators results in the overall expression `not (g != S)`.

References:

- * The concept of equality and logical operators is covered in programming documentation and tutorials, such as [GeeksforGeeks1](#) and [Real Python2](#).
- * The Python documentation provides details on logical operators and their usage2.

NEW QUESTION # 78

A programmer is writing a simulation for a physical experiment. Which phase of the agile approach is being carried out writing new procedural code and eliminating certain function calls?

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

Answer: B

Explanation:

In the context of the Agile approach, the phase where new procedural code is written and certain function calls are eliminated is known as the Implementation phase. This phase involves the actual coding and development of the software, where programmers write new code and refine existing code to meet the requirements of the project. It is during this phase that the software begins to take shape, and the functionality outlined during the design phase is executed.

The Agile methodology is iterative, and the implementation phase is where each iteration's goal is to produce a working increment of the product. This phase is characterized by frequent testing and revision, as the development is aligned with user feedback and changing requirements.

References: The information provided is verified as per the Agile Software Development Life Cycle phases, which typically include Concept, Inception, Iteration, Testing, Release, and Review¹². The Implementation phase corresponds to the Iteration phase, where the actual development and coding take place²³.

NEW QUESTION # 79

A particular sorting takes integer list 10,8 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's correctness is unknown
- **B. The algorithm is incorrect**
- C. The algorithm is correct
- D. The algorithm only works for 10,6, 8

Answer: B

Explanation:

The correctness of a sorting algorithm is determined by its ability to sort a list of elements into a specified order, typically non-decreasing or non-increasing order. For an algorithm to be considered correct, it must consistently produce the correct output for all possible inputs. In the case of the given algorithm, it takes the input list [10, 8] and produces the output [6, 10, 8], which is not sorted in non-decreasing order. This indicates that the algorithm does not correctly sort the list, as the output is neither sorted nor does it maintain the integrity of the original list (the number 6 was not in the original list).

Furthermore, the fact that the output contains an integer (6) that was not present in the input list suggests that the algorithm is not preserving the elements of the input list, which is a fundamental requirement for a sorting algorithm. This violation confirms that the algorithm is incorrect for sorting an arbitrary list of three integers, as it cannot be relied upon to sort correctly or maintain the original list elements.

NEW QUESTION # 80

What is a characteristic of an interpreted language?

- **A. Can be run by a user one statement at a time**
- B. Generates syntax errors during compilation
- C. Has a programmer writing machine code
- D. Is restricted to running on one machine

Answer: A

Explanation:

Interpreted languages are designed to be executed one statement at a time by an interpreter. This allows for immediate execution and feedback, which is useful for debugging and interactive use. Unlike compiled languages, interpreted languages do not generate

machine code prior to execution, and they do not produce syntax errors during compilation because there is no compilation step. They are not restricted to one machine, as the interpreter can be implemented on various systems, and they do not require the programmer to write machine code.

NEW QUESTION # 81

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