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

Topic	Details
Topic 1	<ul style="list-style-type: none"> 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 2	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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 4	<ul style="list-style-type: none"> • 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.
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WGU Scripting and Programming Foundations Exam Sample Questions (Q71-Q76):

NEW QUESTION # 71

It is given that integer $x=41$ and integer $y = 16$. What is the value of the expression $(x \% 8) - y$?

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

Answer: C

Explanation:

The expression $((x \% 8) - y)$ involves the modulo operation and subtraction. The modulo operation finds the remainder when (x) is divided by (8) . Given $(x = 41)$, we calculate $(41 \% 8)$ which equals (1) because (41) divided by (8) equals (5) with a remainder of (1) . Then, we subtract (y) (which is (16)) from this remainder: $(41 \% 8) \# 16 = 1 \# 16 = \# 15$

However, there seems to be a discrepancy here as the calculation shows the answer should be (-15) , but this is not an option provided in your question. Please double-check the options or the expression provided.

NEW QUESTION # 72

A programmer has been hired to create an inventory system for a library. What is the Waterfall phase in which outlining all the functions that need to be written to support the inventory system occurs?

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

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The Waterfall methodology follows a linear sequence: requirements analysis, design, implementation, testing, and maintenance.

According to foundational programming principles (e.g., Certipoint Scripting and Programming Foundations Study Guide), the design phase involves creating detailed technical specifications, including outlining functions to be written.

* Waterfall Phases Overview:

- * Analysis: Defines requirements (e.g., "the system must track books, loans, and returns").
- * Design: Creates technical plans, including system architecture and function specifications (e.g., addBook(), checkOutBook()).
- * Implementation: Writes the code for the specified functions.
- * Testing: Verifies the system meets requirements.
- * Option A: "Testing." This is incorrect. Testing verifies the implemented functions, not their planning.
- * Option B: "Analysis." This is incorrect. Analysis identifies high-level requirements (e.g., system features), not specific functions.
- * Option C: "Design." This is correct. In the design phase, the programmer outlines the functions needed (e.g., function names, parameters, and purposes) to support the inventory system, creating a blueprint for implementation.
- * Option D: "Implementation." This is incorrect. Implementation involves coding the functions, which occurs after they are outlined in the design phase.

Certipoint Scripting and Programming Foundations Study Guide (Section on Waterfall Methodology).

Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Chapter 2: Waterfall Model).

Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Design).

NEW QUESTION # 73

What would a string be used to store?

- A. A positive whole number
- B. A positive number between 2 and 3
- C. The word "positive"
- D. A true/false indication of whether a number is composite

Answer: C

Explanation:

In programming, a string is used to store sequences of characters, which can include letters, numbers, symbols, and spaces. Strings are typically utilized to store textual data, such as words and sentences¹². For example, the word "positive" would be stored as a string. While strings can contain numbers, they are not used to store numbers in their numeric form but rather as text. Therefore, options A, C, and D, which involve numbers or boolean values, would not be stored as strings unless they are meant to be treated as text.

NEW QUESTION # 74

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 requires fewer variables and variable conversions than other languages because the types can change during execution
- C. It allows variables to change type 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 # 75

What does a function definition consist of?

- A. An invocation of a function's name
- B. A list of all other functions that call the function
- C. The function's argument values
- D. The function's name, inputs, outputs, and statements

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A function definition specifies how a function operates, including its name, parameters (inputs), return type or values (outputs), and the statements it executes. According to foundational programming principles, a function definition is distinct from a function call or its usage.

* Option A: "The function's name, inputs, outputs, and statements." This is correct. A function definition includes:

* Name (e.g., myFunction).

* Inputs (parameters, e.g., int x, int y).

* Outputs (return type or value, e.g., int or return x + y).

* Statements (body, e.g., { return x + y; } in C). For example, in Python: def add(x, y): return x + y.

* Option B: "A list of all other functions that call the function." This is incorrect. A function definition does not track or include its callers; it defines the function's behavior.

* Option C: "An invocation of a function's name." This is incorrect. An invocation (call) is when the function is used (e.g., add(2, 3)), not its definition.

* Option D: "The function's argument values." This is incorrect. Argument values are provided during a function call, not in the definition, which specifies parameters (placeholders).

Certiport Scripting and Programming Foundations Study Guide (Section on Function Definitions).

Python Documentation: "Defining Functions" (<https://docs.python.org/3/tutorial/controlflow.html#defining-functions>).

W3Schools: "C Function Definitions" (https://www.w3schools.com/c/c_functions.php).

NEW QUESTION # 76

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