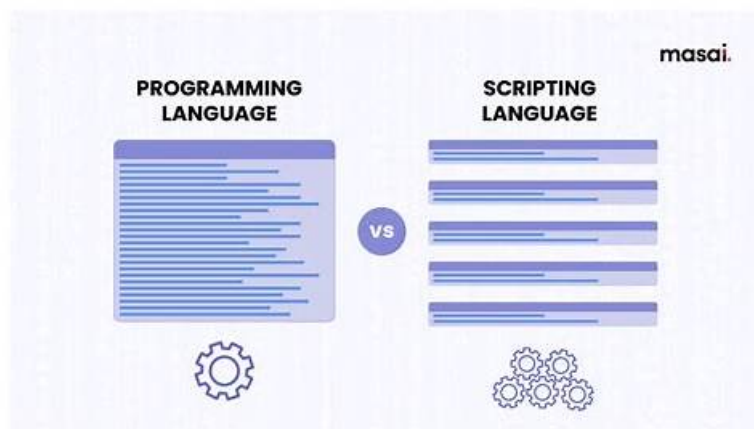


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WGU Scripting-and-Programming-Foundations 考試大綱：

| 主題 | 簡介 |
|------|---|
| 主題 1 | <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. |

| | |
|------|---|
| 主題 2 | <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. |
| 主題 3 | <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. |
| 主題 4 | <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. |

最新的 Courses and Certificates Scripting-and-Programming-Foundations 免費考試真題 (Q76-Q81):

問題 #76

What is a feature of a compiled programming language?

- A. The code does not require being translated into machine code but can be run by a separate program called a compiler.
- B. The program usually runs slower than an interpreted language.
- C. The code runs directly one statement at a time by another program called a compiler.
- D. The code must be compiled into machine code in the form of an executable file before execution.

答案: D

解題說明:

Comprehensive and Detailed Explanation From Exact Extract:

A compiled programming language is one where the source code is translated into machine code (or an intermediate form) by a compiler before execution. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), this process results in an executable file that can run independently of the compiler.

* Option A: "The program usually runs slower than an interpreted language." This is incorrect. Compiled languages (e.g., C, C++) typically produce machine code that runs faster than interpreted languages (e.

g., Python), as the translation to machine code is done beforehand, avoiding runtime interpretation overhead.

* Option B: "The code runs directly one statement at a time by another program called a compiler." This is incorrect. A compiler translates the entire program into machine code before execution, not one statement at a time. Running code one statement at a time is characteristic of an interpreter, not a compiler.

* Option C: "The code must be compiled into machine code in the form of an executable file before execution." This is correct. In compiled languages like C or Java (which compiles to bytecode), the source code is translated into machine code or an intermediate form (e.g., .exe or .class files) that can be executed directly by the machine or a virtual machine.

* Option D: "The code does not require being translated into machine code but can be run by a separate program called a compiler." This is incorrect. A compiler's role is to translate code into machine code.

Running code without translation describes an interpreted language, and the term "compiler" is misused here.

Certiport Scripting and Programming Foundations Study Guide (Section on Compiled vs. Interpreted Languages).

C Programming Language Standard (ISO/IEC 9899:2011).

W3Schools: "C Introduction" (https://www.w3schools.com/c/c_intro.php).

問題 #77

Given integer x = 12 and integer y = 4. What is the value of the expression x - y * 2?

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

- D. 3

答案： C

解題說明：

Comprehensive and Detailed Explanation From Exact Extract:

The expression $x - y * 2$ involves subtraction and multiplication, evaluated according to operator precedence.

According to foundational programming principles (e.g., C and Python standards), multiplication (*) has higher precedence than subtraction (-), so $y * 2$ is computed first.

* Given: $x = 12, y = 4$.

* Compute: $y * 2 = 4 * 2 = 8$.

* Then: $x - (y * 2) = 12 - 8 = 4$.

* Option A: "4." This is correct, as calculated above.

* Option B: "6." This is incorrect. It might result from misinterpreting precedence (e.g., $(x - y) * 2 = (12 - 4) * 2 = 16$).

* Option C: "8." This is incorrect. It might result from computing $x - y = 12 - 4 = 8$ and ignoring $* 2$.

* Option D: "14." This is incorrect. It does not align with the expression's evaluation.

Certiport Scripting and Programming Foundations Study Guide (Section on Operator Precedence).

C Programming Language Standard (ISO/IEC 9899:2011, Section on Expressions).

W3Schools: "Python Operators" (https://www.w3schools.com/python/python_operators.asp).

問題 #78

A sequence diagram is shown:

□ What is the purpose of a sequence diagram?

- A. It depicts program operations, branches, and loops.
- B. It outlines the needed computations.
- C. It illustrates the communication steps for a particular software scenario.
- D. It outlines the potential actions of a user

答案： C

解題說明：

A sequence diagram is a type of interaction diagram that details how operations are carried out within a system. It is used to model the interactions between objects or components in a sequence that reflects the order of operations, particularly focusing on the messages exchanged between these objects over time. The vertical axis of a sequence diagram represents time, and the horizontal axis represents the objects involved in the interaction. The purpose of a sequence diagram is to illustrate the sequence of messages or events that occur between these objects, typically in the context of a specific use case or scenario within the software system¹²³⁴.

問題 #79

Review the following sequence diagram:

□ What does a sequence diagram do?

- A. Shows static elements of software
- B. Shows interactions but does not specify an order of events
- C. Shows an order of events but does not specify all interactions
- D. Shows interactions and indicates an order of events

答案： D

解題說明：

A sequence diagram is a type of interaction diagram used in software engineering to model the interactions between objects within a system over time. It shows how objects interact with each other and the order in which those interactions occur. The sequence diagram is organized along two dimensions: horizontally to represent the objects involved, and vertically to represent the time sequence of interactions. This allows the diagram to depict not only the interactions but also the sequence of events as they occur over time¹²³⁴⁵.

Option B is incorrect because a sequence diagram does indeed specify an order of events. Option C is incorrect as sequence diagrams do not show static elements of software but rather the dynamic interactions. Option D is also incorrect because a sequence

diagram does show all interactions along with their order.

References: The purpose and structure of sequence diagrams are well-documented in various educational resources, such as Visual Paradigm¹, Creately's guide², and Wikipedia³. These sources provide detailed explanations and examples of sequence diagrams, confirming their use in displaying interactions and the order of events.

問題 #80

A programming team is using the waterfall design approach to create an application. Which deliverable would be produced during the design phase?

- A. The programming paradigm to be used
- **B. A written description of the goals for the project**
- C. A list of additional features to be added during revision
- D. A report of customer satisfaction

答案： B

解題說明：

In the Waterfall model, a traditional software development lifecycle (SDLC) methodology, the design phase follows the requirements phase. During the design phase, the focus is on creating a detailed specification of the system to be developed. This includes:

- * Architectural Design: Outlining the overall structure of the system.
- * Interface Design: Defining how the software components will interact with each other and with users.
- * Component Level Design: Specifying the behavior of individual components.
- * Data Structure Design: Establishing how data is organized within the system.

The deliverable produced during this phase is a comprehensive design document that describes the architecture, components, interfaces, and data structures of the application in detail. It serves as a blueprint for the next phase of the Waterfall process, which is implementation (coding).

問題 #81

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