

Sample Scripting-and-Programming-Foundations Questions Pdf & New Braindumps Scripting-and-Programming-Foundations Book

Scripting And Programming - Foundations - WGU C173

What is an editor? - A program that allows you to write code

What is a compiler? - A program that produces other programs. The compiler does all the work at once and then runs the new program. We're translating the code we wrote to computer code all at once. This is often when we produce an .exe (executable) file.

What is an interpreter? - A program that runs code one line at a time. Instead of converting all of the code at once it runs each line as it's needed. It interprets that specific line from your code to computer code.

What is an operator and what does it do? - An operator takes two operands (values) and does something with them. It is an object capable of manipulating a value. If it is a comparison or logical operator it would compare to see if they are similar or dissimilar. If it is a mathematical operator it would perform mathematical calculations.

What is an expression? - something that has a value.

What is the difference in a terminal and non-terminal expression? - A terminal is a final value, while a non-terminal can be reduced further.

What is proper Python grammar for making an expression? - Expression → Expression Operator Expression

The Expression non-terminal that appears on the left side can be replaced by an Expression, followed by an Operator, followed by another Expression. For example, $1 + 1$ is an Expression Operator Expression.

What is a variable? - a name that refers to a value

What are the three main types of data covered? How do you declare each one? - string is a sequence of characters surrounded by quotes, either single or double
example: myVar = "string data"

Integer is a number - example: myVar = 33

Boolean is a true or false value - example: myVar = True

What is grammar used for in programming? - In a programming language like Python, the code must match the language grammar exactly. When programming language grammar is not followed the interpreter will return a Syntax Error message. This means that the structure of the code is inconsistent with the rules of the programming language.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q50-Q55):

NEW QUESTION # 50

Which kind of language is HTML?

- A. Object-oriented
- **B. Markup**
- C. Statically typed
- D. Dynamically typed

Answer: B

Explanation:

HTML stands for HyperText Markup Language. It is a markup language, which means it is used for creating and structuring sections, paragraphs, and links on web pages. It is not a programming language like object-oriented or typed languages; instead, it provides the structure and layout of information on the Internet.

References:

* The definition and classification of HTML as a markup language are standard in web development and can be found in numerous educational resources, including "HTML & CSS: Design and Build Websites" by Jon Duckett and the World Wide Web Consortium's (W3C) HTML5 specification documentation.

NEW QUESTION # 51

A program calculates the average miles per gallon given miles traveled and gas consumed. How should the item that holds the miles per gallon be declared?

- A. Variable float milesTraveled
- B. Constant float milesTraveled
- **C. Variable float milesPerGallon**
- D. Constant float milesPerGallon

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Miles per gallon (MPG) is calculated as miles traveled divided by gallons consumed, typically resulting in a decimal value (e.g., 25.5 MPG). According to foundational programming principles, MPG should be a variable (as it is computed and may change) and a floating-point type to handle decimals.

* Option A: "Variable float milesTraveled." This is incorrect. While miles traveled may be a float variable, the question asks for the declaration of MPG, not miles traveled.

* Option B: "Constant float milesPerGallon." This is incorrect. MPG is calculated and may vary with different inputs, so it should be a variable, not a constant (const).

* Option C: "Constant float milesTraveled." This is incorrect. The question focuses on MPG, not miles traveled, and constants are inappropriate for computed values.

* Option D: "Variable float milesPerGallon." This is correct. MPG requires a float to store decimal values (e.g., 22.7) and a variable to allow updates based on new calculations. For example, in C: `float milesPerGallon = miles / gallons;`
Certiport Scripting and Programming Foundations Study Guide (Section on Variables and Data Types).
Python Documentation: "Floating Point Arithmetic" (<https://docs.python.org/3/tutorial/floatpoint.html>).
W3Schools: "C Data Types" (https://www.w3schools.com/c/c_data_types.php).

NEW QUESTION # 52

A function should return 0 if a number, N is even and 1 if N is odd.
What should be the input to the function?

- A. 0
- B. 1
- C. Even
- **D. N**

Answer: D

Explanation:

In the context of writing a function that determines whether a given number N is even or odd, the input to the function should be the number itself, represented by the variable N. The function will then perform the necessary logic to determine whether N is even or odd and return the appropriate value (0 for even, 1 for odd).

Here's how the function might look in Python:

Python

```
def check_even_odd(N):  
    """
```

Determines whether a given number N is even or odd.

Args:

N (int): The input number.

Returns:

int: 0 if N is even, 1 if N is odd.

```
    """
```

```
    if N % 2 == 0:
```

```
        return 0 # N is even
```

```
    else:
```

```
        return 1 # N is odd
```

```
    # Example usage:
```

```
    number_to_check = 7
```

```
    result = check_even_odd(number_to_check)
```

```
    print(f"The result for {number_to_check} is: {result}")
```

AI-generated code. Review and use carefully. More info on FAQ.

In this example, if number_to_check is 7, the function will return 1 because 7 is an odd number.

NEW QUESTION # 53

What would a string be used to store?

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

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A string is a data type used to store sequences of characters, such as text or words. According to foundational programming principles (e.g., Certipoint Scripting and Programming Foundations Study Guide), strings are ideal for textual data but not for numerical or boolean values, which have specific data types (e.g., integers, floats, booleans).

* Option A: "A true/false indication of whether a number is composite." This is incorrect. A true/false value is a boolean, not a string.

In most languages (e.g., Python's True/False, C's 0/1), booleans are a distinct type.

* Option B: "A positive number between 2 and 3." This is incorrect. A number between 2 and 3 (e.g., 2.5) is a floating-point value, not a string. Strings could represent numbers as text (e.g., "2.5"), but this is not the primary use.

* Option C: "The word 'positive'." This is correct. The word "positive" is a sequence of characters, perfectly suited for a string data type (e.g., char[] in C, str in Python).

* Option D: "A positive whole number." This is incorrect. Whole numbers are stored as integers (e.g., int in C or Python), not strings, unless represented as text (e.g., "123"), which is not implied here.

Certiport Scripting and Programming Foundations Study Guide (Section on Data Types).
Python Documentation: "Strings" (<https://docs.python.org/3/library/stdtypes.html#text-sequence-type-str>).
W3Schools: "C Strings" (https://www.w3schools.com/c/c_strings.php).

NEW QUESTION # 54

The steps in an algorithm to build a picnic table are given.

- 1) Measure and mark the lumber cuts that need to be made
- 2) Buy the needed materials
- 3) Determine the needed materials
- 4) Cut the lumber to the proper dimensions
- 5) Assemble the pieces and paint.

Which two steps of the algorithm should be switched to make the algorithm successful?

- A. 2 and 4
- B. 1 and 2
- C. 2 and 3
- D. 1 and 3

Answer: C

Explanation:

* Measure and mark the lumber cuts: This step involves measuring and marking the specific cuts required for the picnic table. It ensures that the lumber pieces are appropriately sized for assembly.

* Determine the needed materials: Before purchasing materials, it's essential to determine what is required. This step involves creating a list of necessary items such as lumber, screws, paint, etc.

* Buy the needed materials: Once the materials list is ready, proceed to purchase them. This step ensures that you have all the necessary supplies before starting the construction.

* Cut the lumber to the proper dimensions: With the materials on hand, cut the lumber according to the measurements marked in step 1. This ensures that the pieces fit together correctly during assembly.

* Assemble the pieces and paint: Finally, assemble the cut lumber pieces to create the picnic table. After assembly, apply paint or finish as desired.

References

* No specific references are provided for this question, but the steps align with general woodworking practices for constructing a picnic table. You can refer to woodworking guides or carpentry resources for further details.

NEW QUESTION # 55

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