

Scripting-and-Programming-Foundations日本語版テキスト内容 & Scripting-and-Programming-Foundations日本語講座

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.

P.S.Tech4ExamがGoogle Driveで共有している無料の2026 WGU Scripting-and-Programming-Foundationsダンプ: https://drive.google.com/open?id=1DIRzGWj90G5mL6dJYo1U_Vs8kM9gOVZW

時間とお金の集まりより正しい方法がもっと大切です。WGUのScripting-and-Programming-Foundations試験のために勉強していますなら、Tech4Examの提供するWGUのScripting-and-Programming-Foundations試験ソフトはあなたの選びの最高です。我々の目的はあなたにWGUのScripting-and-Programming-Foundations試験に合格することだけです。試験に失敗したら、弊社は全額で返金します。我々の誠意を信じてください。あなたが順調に試験に合格するように。

WGU Scripting-and-Programming-Foundations 認定試験の出題範囲:

トピック	出題範囲
トピック 1	スクリプトとプログラミングの基礎: このセクションでは、ジュニアソフトウェア開発者のスキルを測定し、プログラミングの基本的な構成要素を網羅します。変数、データ型、フロー制御、基本的な設計概念に焦点を当てます。学習者は、プログラミングロジックの仕組みと、様々な言語が類似のタスクをどのように処理するかを理解します。また、このセクションでは、インタプリタ型言語とコンパイル型言語の違いを、分かりやすく実践的な方法で紹介します。

トピック 2	• コンピュータプログラム要件を満たすスクリプトの識別: このセクションでは、ジュニアソフトウェア開発者のスキルを測定し、タスクを適切なスクリプトまたはプログラミングアプローチと一致させる能力を測ります。様々なスクリプトが特定の要件を満たす方法と、与えられたプログラミング問題に適した構造を認識する方法に焦点を当てます。
トピック 3	• 基本的なプログラミング要素の使用: このセクションでは、エントリーレベルプログラマーのスキルを測定し、日常的なタスクに必要な基本的なプログラミング要素の使用について学習します。変数、ループ、条件、そして簡単なロジックを用いて一般的な操作を実行する方法が含まれます。これらの要素を正しく適用し、簡潔かつ体系的に小規模なプログラミング課題を完了することに重点が置かれます。
トピック 4	• 単純なアルゴリズムのロジックと結果の説明: このセクションでは、エントリーレベルプログラマーのスキルを測定し、単純なアルゴリズムを読み取り、その動作を理解する能力を測ります。出力の予測、ステップごとのロジックの理解、そして基本的な命令が最終結果を生み出す仕組みの特定に重点を置いています。高度なコーディング知識を必要とせず、学習者がアルゴリズムの推論を理解できるようにすることが目標です。

>> Scripting-and-Programming-Foundations日本語版テキスト内容 <<

Scripting-and-Programming-Foundations日本語講座、Scripting-and-Programming-Foundations問題数

被験者は、定期的に計画を立て、自分の状況に応じて目標を設定し、研究を監視および評価することにより、学習者のプロフィールを充実させる必要があります。Scripting-and-Programming-Foundations試験の準備に役立つからです。試験に合格して関連する試験を受けるには、適切な学習プログラムを設定する必要があります。当社からScripting-and-Programming-Foundationsテストガイドを購入し、それを真剣に検討すると、最短時間でScripting-and-Programming-Foundations試験に合格するのに役立つ適切な学習プランが得られると考えています。

WGU Scripting and Programming Foundations Exam 認定 Scripting-and-Programming-Foundations 試験問題 (Q41-Q46):

質問 # 41

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. Even
- C. 1
- **D. N**

正解: D

解説:

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.

References:

* No specific external references are needed for this basic concept, as it is fundamental to programming and mathematics.

質問 # 42

A team of programmers describes the objects and functions in a program that compresses files before splitting the objects. Which two waterfall approach phases are involved?

- A. Analysis and implementation
- **B. Design and implementation**
- C. Implementation and testing
- D. Design and testing

正解: B

解説:

The Waterfall Model is a sequential design process used in software development, where progress is seen as flowing steadily downwards through several phases like a waterfall. In the context of the question, describing the objects and functions in a program that compresses files before splitting the objects involves two specific phases:

* Design Phase: This is where the system's architecture, components, interfaces, and data are all defined.

The team would design the objects and functions necessary for the file compression program during this phase.

* Implementation (or Development) Phase: Following the design, the actual code is written during the implementation phase. The objects and functions described in the design phase are created and tested to ensure they work as intended.

These two phases are critical in the Waterfall approach for transitioning from an abstract understanding of the problem to a concrete implementation in code. The analysis phase is more about understanding the problem and requirements, while testing is a separate phase that comes after implementation.

References:

* GeeksforGeeks article on Waterfall Model1.

* Built In's explanation of Waterfall Methodology2.

* Forbes Advisor's overview of Waterfall Methodology3.

質問 # 43

What is output by calling Greeting() twice?

- **A. Hello!Hello!**
- B. Hello!!
- C. Hello!

正解: A

解説:

Comprehensive and Detailed Explanation From Exact Extract:

The question is incomplete, as the definition of the Greeting() function is not provided. However, based on standard programming problem patterns and the output options, we assume Greeting() is a function that outputs "Hello!" each time it is called. According to foundational programming principles, calling a function multiple times repeats its output unless state changes occur.

* Assumption: Greeting() outputs "Hello!" to the console (e.g., in Python: def Greeting(): print("Hello!")).

* Calling Greeting() twice outputs "Hello!" twice, concatenated in the output stream as "Hello!Hello!" (assuming no extra newlines or spaces, as is typical in such problems).

* Option A: "Hello!." This is incorrect. A single "Hello!" would result from one call, not two.

* Option B: "Hello!!." This is incorrect. This suggests a modified output (e.g., adding an extra !), which is not implied by the function's behavior.

* Option C: "Hello!Hello!." This is correct. Two calls to Greeting() produce "Hello!" twice, appearing as "Hello!Hello!" in the output.
Certiport Scripting and Programming Foundations Study Guide (Section on Function Calls and Output).
Python Documentation: "Print Function" (<https://docs.python.org/3/library/functions.html#print>).
W3Schools: "C Output" (https://www.w3schools.com/c/c_output.php).

質問 # 44

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**

正解: D

解説:

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).

質問 # 45

What is the loop variable update statement in the following code?

□

- A. Integer $j = -1$
- B. $J < 24$
- C. Put j to output
- **D. $J = j + 3$**

正解: D

解説:

The loop variable update statement is responsible for changing the loop variable's value after each iteration of the loop, ensuring that the loop progresses and eventually terminates. In the options provided, $J = j + 3$ is the statement that updates the loop variable j by adding 3 to its current value. This is a typical update statement found in loops, particularly in 'for' or 'while' loops, where the loop variable needs to be changed systematically to avoid infinite loops.

質問 # 46

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Scripting-and-Programming-Foundationsの実際の試験の内容について科学的な取り決めを行いました。優れた Scripting-and-Programming-Foundations試験問題で Scripting-and-Programming-Foundations試験に合格できます。Scripting-and-Programming-Foundationsの実際の試験の品質を確保するために、多くの努力をしました。私たちの会社は何百人もの専門家を雇うことに多額のお金を費やし、彼らは作品を書くためにチームを作りました。これらの専門家の資格は非常に高いです。Scripting-and-Programming-Foundations学習ガイドに関する豊富な知識と豊富な経験

があります。これらの専門家は、Scripting-and-Programming-Foundationsの学習資料が公式に全員と面談するまでに多くの時間を費やしました。

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さらに、Tech4Exam Scripting-and-Programning-Foundationsダンプの一部が現在無料で提供されています：https://drive.google.com/open?id=1DIRzGWj90G5mL6dJY01U_Vs8kM9gOVZW