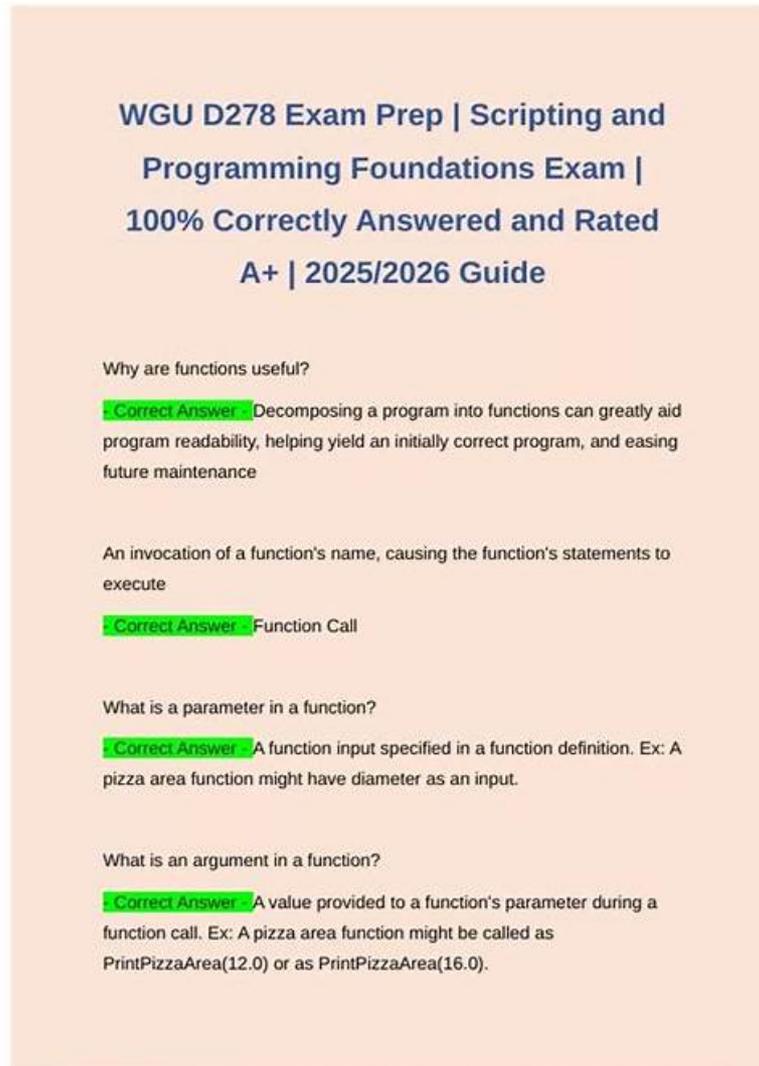


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WGU Scripting and Programming Foundations Exam Sample Questions (Q138-Q143):

NEW QUESTION # 138

What is the Agile phase that results in a list of objects to be written?

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

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

In Agile software development, the process is iterative and focuses on delivering working software incrementally. According to foundational programming principles and Agile methodologies (e.g., Certipoint Scripting and Programming Foundations Study Guide, Agile Manifesto), the design phase involves creating detailed plans for the software, including identifying objects (e.g., classes in object-oriented programming) to be implemented.

* Agile Phases Overview:

* Analysis: Defines requirements and goals (e.g., user stories, project scope).

* Design: Creates detailed plans, including system architecture, data models, and objects/classes to be written.

* Implementation: Writes and integrates code for the designed components.

* Testing: Verifies that the implemented code meets requirements.

* Option A: "Design." This is correct. During the design phase in Agile, the team translates requirements into technical specifications, often producing a list of objects (e.g., classes, modules) to be coded. For example, in an object-oriented project, the design phase identifies classes like User, Order, or Product.

* Option B: "Testing." This is incorrect. Testing verifies the implemented code, not the creation of a list of objects.

* Option C: "Implementation." This is incorrect. Implementation involves writing the code for the objects identified during the design phase.

* Option D: "Analysis." This is incorrect. Analysis focuses on gathering requirements and defining what the system should do, not specifying technical objects.

Certipoint Scripting and Programming Foundations Study Guide (Section on Software Development Life Cycle: Agile).

Agile

Manifesto: "Principles of Agile Development" (<http://agilemanifesto.org>).

Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).

NEW QUESTION # 139

What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

- A. Variable float gpa
- B. Constant float gpa
- C. Constant int gpa
- D. Variable int gpa

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A grade point average (GPA) is a numerical value that typically includes decimal places (e.g., 3.75).

According to foundational programming principles, it should be declared as a variable if it may change (e.g., as grades are updated) and as a floating-point type to accommodate decimals.

* Option A: "Variable float gpa." This is correct. GPA requires a floating-point type (float) to handle decimal values, and since it may change over the term, it should be a variable, not a constant. For example, in C: `float gpa = 3.5;`

* Option B: "Constant float gpa." This is incorrect. A constant (const in C) cannot be modified after initialization, but GPA may change as new grades are added.

* Option C: "Variable int gpa." This is incorrect. An integer (int) cannot store decimal values, which are common in GPAs (e.g., 3.2).

* Option D: "Constant int gpa." This is incorrect. GPA requires a float for decimals and a variable for mutability, making both const and int unsuitable.

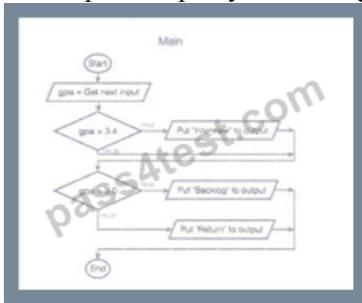
Certipoint Scripting and Programming Foundations Study Guide (Section on Variables and Data Types).

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

W3Schools: "C Variables" (https://www.w3schools.com/c/c_variables.php).

NEW QUESTION # 140

What is put to output by the following flowchart, if the input is 3.5?



- A. Return
- B. interviewBacking
- C. Interview
- D. Backlog

Answer: C

Explanation:

The flowchart provided in the image represents a decision-making process based on the input value. Given the input of 305, we follow the flowchart's decision paths. The first decision checks if the input is less than 200, which 305 is not, so we move to the next decision point. The second decision asks if the input is greater than 300. Since 305 is greater than 300, we follow the path for 'yes' which leads us to the output "Interview". Therefore, the correct output for the input 305 according to the flowchart is "Interview".

NEW QUESTION # 141

A sample function is shown:

```
function F(integer x) returns y
y = 4 * x - 8
```

What is returned for F(3)?

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

Answer: C

Explanation:

Let's evaluate F(3):

* $F(3) = (4 * 3) - 8$

* $F(3) = 12 - 8$

* $F(3) = 4$

NEW QUESTION # 142

Which characteristic specifically describes an object-oriented language?

- A. Supports creating program as item that have data plus operations
- B. Requires a compiler to convert to machine code
- C. Supports creating programs as a set of functions
- D. Can be run on any machine that has an interpreter

Answer: A

Explanation:

Object-oriented programming (OOP) is characterized by the concept of encapsulating data and operations within objects. This characteristic is fundamental to OOP and distinguishes it from procedural programming, which is structured around functions rather than objects. In OOP, objects are instances of classes, which define the data (attributes) and the operations (methods) that can be performed on that data. This encapsulation of data and methods within objects allows for more modular, reusable, and maintainable code.

The characteristics of object-oriented programming languages are well-documented and include encapsulation, abstraction, inheritance, and polymorphism. These principles are foundational to OOP and are supported by languages like C++, Java, and Python12345.

NEW QUESTION # 143

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