

# WGU Scripting-and-Programming-Foundations Questions Can Help you Pass Exam [2026]

**WGU C173 SCRIPTING AND PROGRAMMING –  
FOUNDATIONS OF ACTUAL EXAM 2025/2026  
COMPLETE QUESTIONS WITH CORRECT  
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1. Function - ANSWER ✓ is a list of statements executed by invoking the function's name, with such invoking known as a function call. Any function input values, or arguments, appear within ( ), and are separated by commas if more than one. Below, the function SquareRoot is called with one argument, areaSquare. The function call evaluates to a value, as in SquareRoot(areaSquare) below evaluating to 7.0, which is assigned to sideSquare.
2. RandomNumber() - ANSWER ✓ function is a built-in zyFlowchart function that takes two arguments, lowValue and highValue, and returns a random integer in the range lowValue to highValue. Ex: RandomNumber(1, 10) returns a random integer in the range 1 to 10.
3. Type conversion - ANSWER ✓ a conversion of one data type to another, such as an integer to a float. zyFlowchart automatically performs several common conversions between integer and float types, and such automatic conversion is known as implicit conversion.

For an arithmetic operator like + or \*, if either operand is a float, the other is automatically converted to float, and then a floating-point operation is performed.

For assignments, the right side type is converted to the left side type.

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### WGU Scripting and Programming Foundations Exam Sample Questions (Q79-Q84):

#### NEW QUESTION # 79

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 does not perform complex algorithms, but instead describes the content and formatting of webpages and other documents.
- D. It allows variables to change type during execution

**Answer: C**

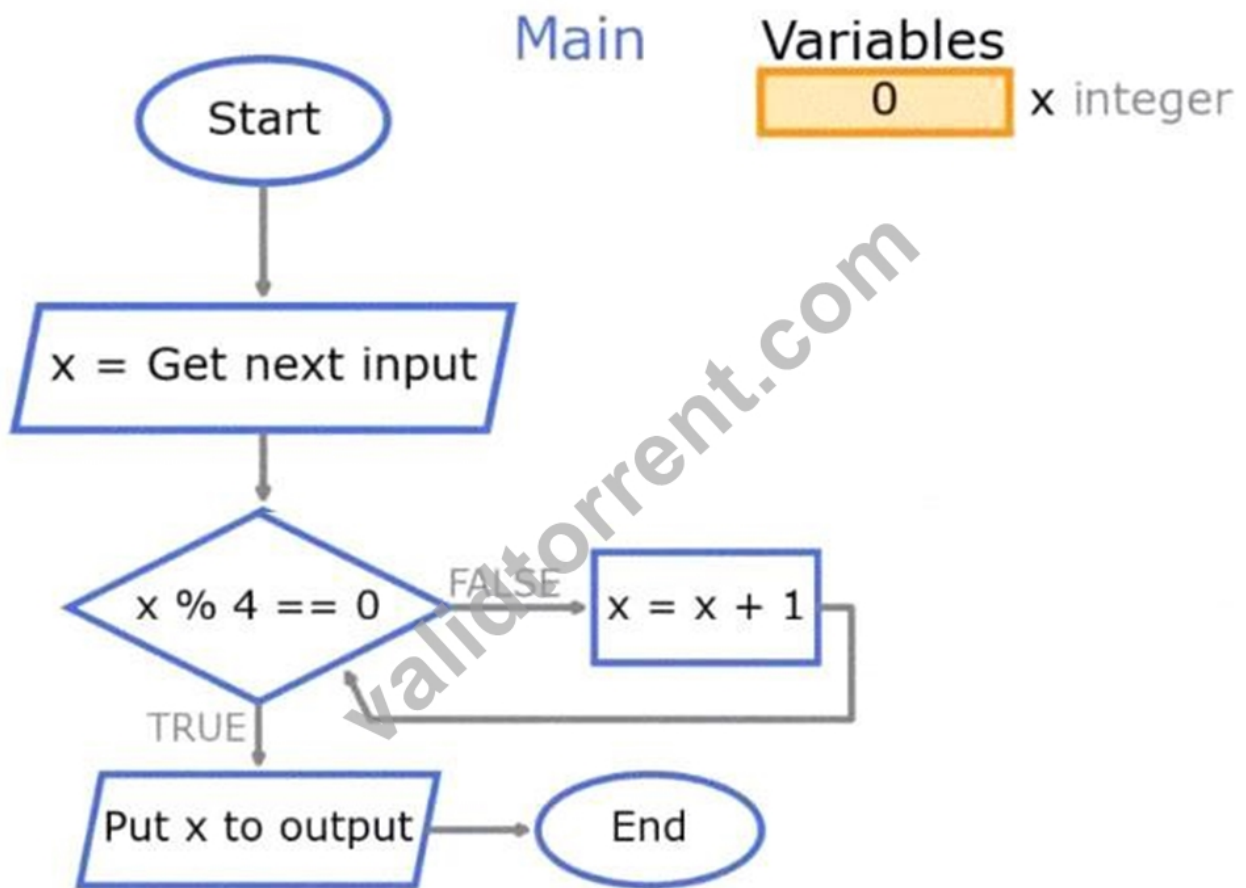
Explanation:

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 data<sup>123</sup>. Instead, markup languages are concerned with the layout and organization of text and images, making them more descriptive and less about executing tasks<sup>4</sup>.

References:

- \* GeeksforGeeks' explanation of different markup languages<sup>1</sup>.
- \* Semrush's definition and examples of markup languages<sup>2</sup>.
- \* An article on Medium about how markup languages differ from compiled languages<sup>4</sup>.
- \* GeeksforGeeks' comparison between programming, scripting, and markup languages<sup>3</sup>.

#### NEW QUESTION # 80



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What is the output of the given flowchart if the input is 54?

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

**Answer: B**

Explanation:

- \* Start with the input value (in this case, 54).
- \* Follow the flowchart's paths and apply the operations as indicated by the symbols and connectors.
- \* The rectangles represent processes or actions to be taken.
- \* The diamonds represent decision points where you will need to answer yes or no and follow the corresponding path.
- \* The parallelograms represent inputs/outputs within the flowchart.
- \* Use the input value and apply the operations as you move through the flowchart from start to finish.

#### NEW QUESTION # 81

Which problem is solved by Dijkstra's shortest path algorithm?

- A. Given an increasing array of numbers, is the number 19 in the array?
- B. Given an alphabetized list of race entrants and a person's name, is the person entered in the race?
- **C. Given the coordinates of five positions, what is the most fuel-efficient flight path?**
- D. Given two newspaper articles, what is the greatest sequence of words shared by both articles?

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Dijkstra's shortest path algorithm finds the shortest path between nodes in a weighted graph, often used for navigation or network

routing. According to foundational programming principles (e.g., Certipoint Scripting and Programming Foundations Study Guide, Section on Algorithms), it is designed for problems involving optimal paths in graphs with non-negative edge weights.

\* Option A: "Given an increasing array of numbers, is the number 19 in the array?" This is incorrect. This is a search problem, typically solved by binary search for a sorted array, not Dijkstra's algorithm, which deals with graphs.

\* Option B: "Given an alphabetized list of race entrants and a person's name, is the person entered in the race?" This is incorrect. This is another search problem, solvable by binary search or linear search, not related to graph paths.

\* Option C: "Given two newspaper articles, what is the greatest sequence of words shared by both articles?" This is incorrect. This is a longest common subsequence (LCS) problem, solved by dynamic programming, not Dijkstra's algorithm.

\* Option D: "Given the coordinates of five positions, what is the most fuel-efficient flight path?" This is correct. This describes a shortest path problem in a graph where nodes are positions (coordinates) and edges are distances or fuel costs. Dijkstra's algorithm can find the most efficient path (e.g., minimizing fuel) between these points, assuming non-negative weights.

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

Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Dijkstra's Algorithm, Chapter 24).

GeeksforGeeks: "Dijkstra's Shortest Path Algorithm" (<https://www.geeksforgeeks.org/dijkstras-shortest-path- algorithm- greedy- algo-7/>).

## NEW QUESTION # 82

Which two statements describe advantages to using programming libraries? Choose 2 answers

- A. Using a library minimizes copyright issues in coding.
- B. A program that uses libraries is more portable than one that does not.
- C. Using libraries turns procedural code into object-oriented code.
- **D. Using a library prevents a programmer from having to code common tasks by hand.**
- E. Libraries always make code run faster.
- **F. The programmer can improve productivity by using libraries.**

**Answer: D,F**

Explanation:

Programming libraries offer a collection of pre-written code that developers can use to perform common tasks, which saves time and effort. This is because:

\* B. Libraries provide pre-coded functions and procedures, which means programmers don't need to write code from scratch for tasks that are common across many programs. This reuse of code enhances efficiency and reduces the potential for errors in coding those tasks.

\* E. By using libraries, programmers can significantly improve their productivity. Since they are not spending time writing and testing code for tasks that the library already provides, they can focus on the unique aspects of their own projects.

References:

\* The benefits of using programming libraries are well-documented in software development literature.

For instance, "Code Complete" by Steve McConnell discusses how libraries can improve programmer productivity. Additionally, "The Pragmatic Programmer" by Andrew Hunt and David Thomas emphasizes the importance of reusing code to increase efficiency and reduce errors.

## NEW QUESTION # 83

What is a feature of CM as a programming language

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

**Answer: C**

Explanation:

The C(M) programming language is designed to translate mathematical constructions into efficient C programs. It is a declarative functional language with strong type checking and supports high-level functional programming. The C(M) compiler translates the C(M) program into a readable C program, which then needs to be compiled into machine code in the form of an executable file before it can be executed. This process is typical of compiled languages, where the source code is transformed into machine code, which can be directly executed by the computer's CPU. In contrast, interpreted languages are typically run by an interpreter, executing one statement at a time, which generally results in slower execution compared to compiled languages.

## NEW QUESTION # 84

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