

# Verified WGU Scripting-and-Programming-Foundations Answers - Test Scripting-and-Programming-Foundations Online

## 2024 D278 WGU SCRIPTING AND PROGRAMMING FOUNDATIONS ACTUAL EXAM 70 QUESTIONS AND CORRECT DETAILED ANSWERS (VERIFIED ANSWERS) |ALREADY GRADED A+

1. What does a programmer do first to use an existing programming library?: **Include the library**
2. What relationship is common among a programming library's functions?: **Functions all relate to the same purpose.**
3. What is an advantage of using a programming library?: **The code has already been tested.**
4. Which language is dynamically typed?: **Python**
5. Which language is not built on object-oriented design principles?: **C**
6. A language substantially supports a programmer creating items like person, teacher, and students. Each item has internal data and some operations.  
  
Which characteristic describes that language?: **Object-oriented**
7. A programmer wants a compiler to report an error if an integer variable is assigned with a string.  
  
Which kind of language should the programmer use?: **Statically typed**
8. A language uses tags around text to indicate how that text should be formatted.  
  
Which characteristic describes a language having such tags?: **Markup**
9. What is a characteristic of a compiled language?: **Converts to machine language before running**
10. What is a characteristic of an interpreted language?: **Runs easily on different kinds of machines**
11. What is an advantage of interpreted programs?: **They can be modified at runtime.**
12. Which characteristic specifically describes a markup language?: **Tags surround text to describe desired formatting.**
13. Which characteristic specifically describes interpreted languages?: **They can be**

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## WGU Scripting-and-Programming-Foundations Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>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.</li></ul>

Topic 2	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 3	<ul style="list-style-type: none"> <li>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.</li> </ul>
Topic 4	<ul style="list-style-type: none"> <li>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.</li> </ul>

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### **WGU Scripting and Programming Foundations Exam Sample Questions (Q113-Q118):**

#### **NEW QUESTION # 113**

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

#### **Answer: A**

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 # 114

The steps in an algorithm to calculate the positive difference in two given values, x and y, are given in no particular order:

What is the first step of the algorithm?

- A. Deduce variable Diff
- B. Set Diff =  $x - y$
- C. If  $y > x$ , set Diff =  $y - x$ .
- D. Put Diff to output

**Answer: A**

Explanation:

The first step in the algorithm to calculate the positive difference between two given values, x and y, is to declare the variable Diff. This is essential as it initializes the variable that will be used to store the calculated difference between x and y. The subsequent steps involve conditional statements and arithmetic operations that utilize this declared variable to compute and store the positive difference. References: N/A (as per image provided) The image shows steps of an algorithm listed in no particular order for calculating the positive difference between two values, making it relevant for understanding or teaching algorithmic logic and sequence.

#### NEW QUESTION # 115

Consider the given flowchart.

What is the output of the input is 7?

- A. Within 2
- B. Not close
- C. Within 5
- D. Equal

**Answer: B**

Explanation:

\* Start with the input value (in this case, 7).

\* 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 # 116

A software team has been commissioned to create an animation application. Which event takes place during the analysis phase in the agile approach?

- A. Deciding that new capabilities in the animation application will be written as functions without the needs of any new objects
- B. Deciding to add five new capabilities to the animation application based on customer feedback
- C. Sending the application to customers for additional evaluation after new features are added
- D. Writing the code for five new capabilities

**Answer: A**

Explanation:

- \* This is the most likely event during the analysis phase. It involves:
- \* Understanding the requirements: What specific capabilities are needed?
- \* Breaking down the problem: How can those capabilities be achieved within the existing codebase, potentially by leveraging functions to organize and reuse code?
- \* Technical Design: Starting to think about the structure of the solution without diving fully into implementation.

## NEW QUESTION # 117

What is an accurate way to describe a statically typed language?

- A. It uses methods that produce consistent output based upon the arguments passed to those methods.
- B. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.
- C. It requires a large number of variables and variable conversions because of the need to commit to a variable type throughout the life of the program
- D. It is based on the concept of modularization and calling procedures or subroutines.

**Answer: C**

Explanation:

A statically typed language is one where the type of a variable is known at compile time. This means that the type of each variable must be declared and does not change throughout the program's execution. While this can lead to a larger number of variable declarations and sometimes conversions, it also allows for type checking at compile time, which can catch many errors before the program runs. Statically typed languages include Java, C, C++, and others<sup>1,2,3</sup>.

References:

- \* Baeldung on Computer Science provides a detailed comparison of statically and dynamically typed languages<sup>1</sup>.
- \* Stack Overflow discussions offer insights into the characteristics of statically typed languages<sup>2</sup>.
- \* Techopedia gives a concise definition of what it means for a language to be statically typed<sup>3</sup>.

## NEW QUESTION # 118

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