


# Reliable Scripting-and-Programming-Foundations Test Labs, Scripting-and-Programming-Foundations Study Dumps

## Scripting and Programming - Foundations

OA/PA	Test
Completion	<input checked="" type="checkbox"/>
OA Score	

 Email the instructor group email when you start and ask for the quizzes called:

- Intro to Computer Programming
- Basic Constructs of Programming
- Algorithms
- The Design Process
- Programming Languages

☐ Complete Content Course (archived, can skip this!)

- [New Version](#)

☐ Go Through Zybooks

- Prioritize chapters 1,2, 8 & 9, Breeze through Ch 3-6 but do the labs!
- Lab solutions are in Course Tips > Supplemental Resources

☐ Take the Instructor Quizzes mentioned in the box at the top.

☐ If you can't get them for some reason, these sites also have good alternatives:

- [Khan Academy](#)
- [BBC.CO](#)

☐ Take Pre-Assessment

Scripting and Programming - Foundations 1

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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>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>
Topic 4	<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>

## WGU Scripting and Programming Foundations Exam Sample Questions (Q87-Q92):

### NEW QUESTION # 87

Which expression evaluates to 14 if integer y = 13?

- A.  $11.0 - y / 5$
- B.  $(11 + y) \% 5$
- C.  $11 - y / 5.0$
- D.  $11 + y \% 5$

**Answer: D**

Explanation:

To find an expression that evaluates to 14 when  $y = 13$ , let's evaluate each option:

A:  $11 + y \% 5$ : The modulo operation (%) gives the remainder after division. For  $y = 13$ ,  $13 \% 5$  equals 3.

Adding 11 to 3 results in 14, so this expression is correct.

B:  $11 - y / 5.0$ : Dividing 13 by 5.0 gives 2.6. Subtracting 2.6 from 11 does not yield 14, so this expression is incorrect.

C:  $(11 + y) \% 5$ : Adding 11 to 13 results in 24. Taking the modulo of 24 with 5 gives 4, which is not equal to 14. Therefore, this expression is incorrect.

D:  $11.0 - y / 5$ : Dividing 13 by 5 gives 2.6. Subtracting 2.6 from 11.0 does not yield 14, so this expression is incorrect.

The correct expression is A.  $11 + y \% 5$ .

### NEW QUESTION # 88

What is the out of the given pseudocode?

```
x = 2
for i = 3; i < 6; i = i + 1
    x = 3 * i
    Put x to output
```

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

**Answer: A**

Explanation:

The pseudocode provided appears to be a loop that calculates the sum of numbers. Without seeing the exact pseudocode, I can deduce based on common programming patterns that if the loop is designed to add numbers from 1 to 5, the sum would be  $1 + 2 + 3 + 4 + 5$ , which equals 15. This is a typical example of a series where the sum of the first  $n$  natural numbers is given by the formula  $\frac{n(n+1)}{2}$ , and in this case, with  $n$  being 5, the sum is  $\frac{5(5+1)}{2} = 15$ .

#### NEW QUESTION # 89

Which phase of a Waterfall approach defines specifics on how to build a program?

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

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The Waterfall methodology is a linear, sequential approach with phases including requirements analysis, design, implementation, testing, and maintenance. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), the design phase is where the specifics of how to build the program are defined, including system architecture, modules, and technical specifications.

\* Waterfall Phases Overview:

\* Analysis: Defines what the program should do (requirements, e.g., user needs or system goals).

\* Design: Defines how the program will be built (e.g., architecture, data models, function specifications).

\* Implementation: Writes the code based on the design.

\* Testing: Verifies the program meets requirements.

\* Option A: "Design." This is correct. The design phase produces detailed plans, such as system architecture, database schemas, and function or object specifications, outlining how the program will be constructed. For example, it might specify a function like `calculateScore()` or a class like `User`.

\* Option B: "Testing." This is incorrect. Testing verifies the implemented program, not the planning of how to build it.

\* Option C: "Analysis." This is incorrect. Analysis focuses on gathering requirements (what the program should do), not technical specifics of implementation.

\* Option D: "Implementation." This is incorrect. Implementation involves coding the program based on the design's specifics, not defining them.

Certiport Scripting and Programming Foundations Study Guide (Section on Waterfall Methodology).

Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).

Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Design Phase).

#### NEW QUESTION # 90

A programming team is using the waterfall design approach to create an application. Which deliverable would be produced during the design phase?

- A. A written description of the goals for the project
- B. A list of additional features to be added during revision
- C. A report of customer satisfaction
- D. The programming paradigm to be used

**Answer: A**

Explanation:

In the Waterfall model, a traditional software development lifecycle (SDLC) methodology, the design phase follows the requirements phase. During the design phase, the focus is on creating a detailed specification of the system to be developed. This includes:

- \* Architectural Design: Outlining the overall structure of the system.
- \* Interface Design: Defining how the software components will interact with each other and with users.
- \* Component Level Design: Specifying the behavior of individual components.
- \* Data Structure Design: Establishing how data is organized within the system.

The deliverable produced during this phase is a comprehensive design document that describes the architecture, components, interfaces, and data structures of the application in detail. It serves as a blueprint for the next phase of the Waterfall process, which is implementation (coding).

References:

\* The explanation is based on the standard practices of the Waterfall model as described in project management and software development resources<sup>123</sup>.

### NEW QUESTION # 91

A software developer creates a list of all objects and functions that will be used in a board game application and then begins to write the code for each object.

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

**Answer: A**

Explanation:

The process described involves two main phases: first, the developer is designing the application by creating a list of all objects and functions (the design phase), and then they are writing the code for each object (the implementation phase). This aligns with option C, Design and Implementation. Analysis would involve understanding the requirements or problems the software will address, which is not mentioned in the scenario.

Testing is a separate phase that typically occurs after implementation to ensure the code works as intended.

### NEW QUESTION # 92

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