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In today's technological world, more and more students are taking the WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) exam online. While this can be a convenient way to take a WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) exam dumps, it can also be stressful. Luckily, ValidBraindumps's best WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) exam questions can help you prepare for your WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) certification exam and reduce your stress. If you are preparing for the WGU Scripting and Programming Foundations Exam (Scripting-and-Programming-Foundations) exam dumps our Scripting-and-Programming-Foundations Questions help you to get high scores in your Scripting-and-Programming-Foundations exam.

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

Topic	Details

Topic 1	<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 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>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>

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## Valid Scripting-and-Programming-Foundations Exam Cost, Test Scripting-and-Programming-Foundations Questions

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### WGU Scripting and Programming Foundations Exam Sample Questions (Q12-Q17):

#### NEW QUESTION # 12

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

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

#### Answer: C

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., Certiport 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.

Certiport 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 # 13

Which expression has a value equal to the rightmost digit of the integer  $q = 16222$ ?

- A.  $Q \% 10000$
- B.  $Q \% 10$
- C.  $Q / 100000$
- D.  $10 \% q$

**Answer: B**

Explanation:

The modulus operator  $\%$  is used to find the remainder of a division of two numbers. When you use  $q \% 10$ , you are essentially dividing  $q$  by 10 and taking the remainder, which will always be the rightmost digit of  $q$  in base 10. This is because our number system is decimal (base 10), and any number modulo 10 will yield the last digit of that number. For example,  $16222 \% 10$  will give 2, which is the rightmost digit of 16222.

References: The explanation aligns with standard programming practices and mathematical operations as verified by multiple programming resources

### NEW QUESTION # 14

A software developer determines the mathematical operations that a calculator program should support.

Which two Waterfall approach phases are involved?

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

**Answer: D**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Determining the mathematical operations (e.g., addition, subtraction, multiplication) for a calculator program involves defining what the program should do (requirements) and planning how to achieve it (technical specifications). According to foundational programming principles, this spans the analysis and design phases in the Waterfall methodology.

\* Waterfall Phases Analysis:

\* Analysis: The developer identifies the requirements, such as which operations the calculator must support (e.g., "must perform addition, subtraction, etc.").

\* Design: The developer specifies how these operations will be implemented (e.g., defining functions like `add()`, `subtract()`, or their algorithms).

\* Implementation: Codes the operations.

\* Testing: Verifies the operations work correctly.

\* Option A: "Analysis and design." This is correct. Analysis determines the operations needed (requirements), and design outlines their technical specifications (e.g., function signatures or algorithms).

\* Option B: "Design and implementation." This is incorrect. Implementation involves coding the operations, not determining which operations are needed.

\* Option C: "Implementation and testing." This is incorrect. These phases occur after the operations are determined, focusing on coding and verification.  
\* Option D: "Design and testing." This is incorrect. Testing verifies the implemented operations, not their determination.  
Certipoint Scripting and Programming Foundations Study Guide (Section on Waterfall Phases).  
Sommerville, I., Software Engineering, 10th Edition (Chapter 2: Waterfall Model).  
Pressman, R.S., Software Engineering: A Practitioner's Approach, 8th Edition (Waterfall Analysis and Design).

### NEW QUESTION # 15

Which data type should be used to hold the value of a person's body temperature in Fahrenheit

- A. Boolean
- B. Integer
- C. String
- D. **Float**

#### Answer: D

Explanation:

When dealing with body temperature, especially in Fahrenheit, the appropriate data type to use is a floating- point number (float).  
Here's why:

\* Measurement Precision:

- \* Body temperature can have decimal values, such as 98.6°F.
- \* Integer data types (like B. Integer) cannot represent fractional values.
- \* Floats allow for greater precision and can handle decimal places.

\* Temperature Scales:

- \* Fahrenheit is a continuous scale, not a discrete set of values.
- \* It includes both positive and negative values (e.g., sub-zero temperatures).
- \* Floats accommodate this range effectively.

\* Examples:

- \* A person's body temperature might be 98.6°F (normal) or 101.3°F (fever).
- \* These values require a data type that can handle fractions.

### NEW QUESTION # 16

Which line is a loop variable update statement in the sample code?

```
integer h = 0
do
Put "What is the password?" to output
String userInput = Get next input
if userInput != pwd
Put "Incorrect." to output
h = h + 1
while (userInput != pwd) and (h <= 10)
if userInput = pwd
Put "Access granted." to output
else
Put "Access denied." to output
```

- A. **h = h + 1**
- B. if userInput = pwd
- C. (userInput != pwd) and (h <= 10)
- D. integer h = 0

#### Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The loop variable update statement modifies the loop control variable to progress the loop. In this do-while loop, h tracks the number of attempts, and its update is critical to the loop's termination. According to foundational programming principles, the update statement is typically within the loop body.

\* Code Analysis:  
 \* integer h = 0: Initializes h (not an update).  
 \* Put "What is the password?" to output: Outputs prompt (not an update).  
 \* String userInput = Get next input: Gets input (not an update).  
 \* if userInput != pwd: Conditional check (not an update).  
 \* Put "Incorrect." to output: Outputs message (not an update).  
 \* h = h + 1: Updates h, incrementing the attempt counter.  
 \* while (userInput != pwd) and (h <= 10): Loop condition (not an update).  
 \* Option A: "if userInput = pwd." Incorrect. This is a conditional statement, not an update. (Note: The code uses = for comparison, which may be a typo; == is standard.)  
 \* Option B: "h = h + 1." Correct. This updates the loop variable h, incrementing it to track attempts.  
 \* Option C: "(userInput != pwd) and (h <= 10)." Incorrect. This is the loop condition, not an update.  
 \* Option D: "integer h = 0." Incorrect. This is the initialization, not an update.  
 Certiport Scripting and Programming Foundations Study Guide (Section on Loops and Variables).  
 C Programming Language Standard (ISO/IEC 9899:2011, Section on Do-While Loops).  
 W3Schools: "C Do While Loop" ([https://www.w3schools.com/c/c\\_do\\_while\\_loop.php](https://www.w3schools.com/c/c_do_while_loop.php)).

## NEW QUESTION # 17

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