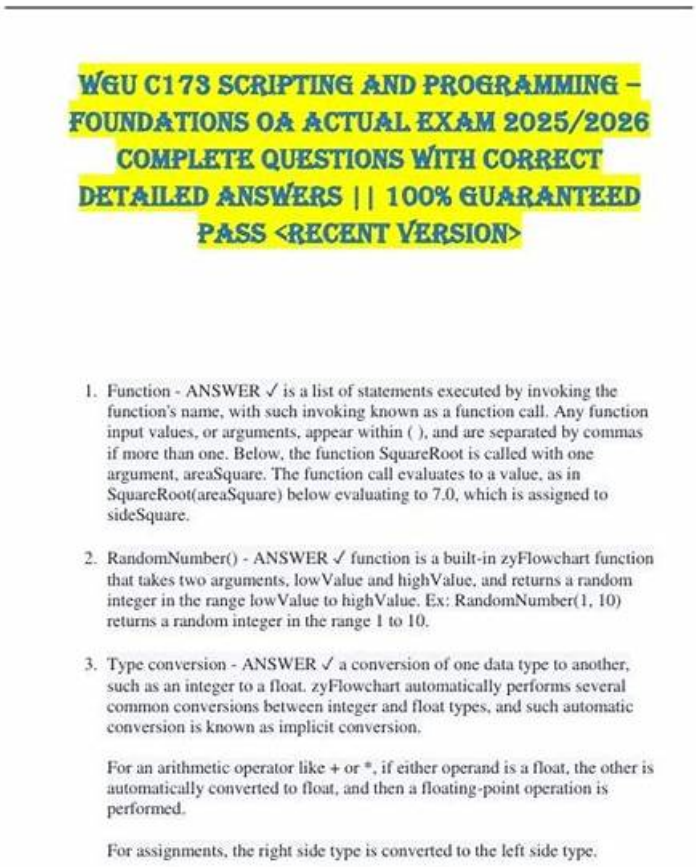
WGU Scripting-and-Programming-Foundations Dumps [2026]–Everything You Need to Know Scripting-and-Programming-Foundations Exam Questions



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

Topic	Details

Topic 1	• 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.
Topic 2	• 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.
Topic 3	• 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.
Topic 4	• 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.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q51-Q56):

NEW QUESTION # 51
Which operation should be used to check if the difference of two values is greater than 1?

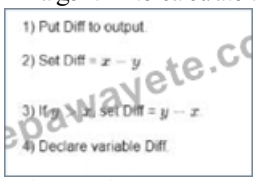
- A. Multiplication
- B. Addition
- C. Subtraction
- D. Division

Answer: C

Explanation:
To determine if the difference between two values is greater than 1, the subtraction operation should be used.
By subtracting one value from the other, you obtain the difference. If this difference is greater than 1, it confirms that the two values are separated by more than a single unit. This is a fundamental operation in programming and mathematics for comparing magnitudes and is supported by the logical comparison operator > which checks if the result of the subtraction is greater than 1123.

NEW QUESTION # 52

An algorithm to calculate the positive difference in two given values, x and y, uses the steps shown.



What are the two steps of the algorithm that need to be switched to result in success?

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

Answer: D

Explanation:
The algorithm's success depends on the correct sequence of steps. The steps should first declare the variable Diff before attempting to use it in calculations. If the declaration of Diff (step 4) is not done prior to its use (step 1), the algorithm will attempt to use an undeclared variable, which will result in an error.
Therefore, switching steps 1 and 4 ensures that Diff is declared before any operations are performed on it.
References: The importance of the correct sequence of steps in algorithm design is a fundamental concept in programming and can be found in introductory texts on algorithms and programming languages. It is also a standard practice in software development to declare variables before their use to avoid runtime errors.

NEW QUESTION # 53
Which problem is solved by DijkStra's shortest path algorithm?

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

Answer: B

Explanation:
Dijkstra's shortest path algorithm is designed to find the shortest path between nodes in a graph. This can be applied to various scenarios, such as routing problems, network optimization, and in this case, determining the most fuel-efficient flight plan. The algorithm works by iteratively selecting the unvisited vertex with the smallest tentative distance from the source, then visiting the neighbors of this vertex and updating their tentative distances if a shorter path is found. This process continues until the destination vertex is reached or all reachable vertices have been visited.
In the context of the given options, Dijkstra's algorithm is best suited for option B, where the goal is to find the most fuel-efficient path (i.e., the shortest path) between multiple points (coordinates of five positions). The algorithm is not designed to solve problems like searching for an element in an array (option A), finding the longest common subsequence (option C), or searching for a name in a list (option D).
References:
* GeeksforGeeks article on Dijkstra's Algorithm1
* Wikipedia page on Dijkstra's Algorithm2
* Programiz explanation of Dijkstra's Algorithm3

NEW QUESTION # 54
Consider the given function:
function K(string s1, string s2)
Put s1 to output
Put " and " to output
Put s2 to output
What is the total output when K("sign", "horse") is called 2 times?

- A. sign and horse sign and horse
- B. sign and horse

- C. sign and horse and sign and horse
- D. sign and horse
- E. sign and horsesign and horse

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
The function K(s1, s2) outputs s1, followed by " and ", followed by s2. When called with K("sign", "horse"), it outputs "sign and horse". Calling it twice repeats this output. According to foundational programming principles, multiple function calls append their outputs in sequence unless specified otherwise (e.g., no newlines assumed unless explicit).
* Single Call: K("sign", "horse") outputs "sign and horse".
* Two Calls: The output is "sign and horse" followed by "sign and horse", resulting in "sign and horse sign and horse".
* Option A: "sign and horse and sign and horse." This is incorrect. This suggests an extra "and" between the two outputs, which is not produced by the function.
* Option B: "sign and horsesign and horse." This is incorrect. This implies no space between the two outputs, but typical output mechanisms (e.g., print in Python) may add spaces or newlines, and the space is explicit in the correct option.
* Option C: "sign and horse." This is incorrect. This is the output of one call, not two.
* Option D: "sign and horse." This is incorrect. Identical to C, it represents one call.
* Option E: "sign and horse sign and horse." This is correct. It accurately represents the concatenated output of two calls: "sign and horse" twice.
Certiport Scripting and Programming Foundations Study Guide (Section on Functions and Output).
Python Documentation: "Print Function" (https://docs.python.org/3/library/functions.html#print).
W3Schools: "C Output" (https://www.w3schools.com/c/c_output.php).

NEW QUESTION # 55
What is an advantage of using a programming library?

- A. There are more statements in a user's main function
- B. Programs need not run to yield results.
- C. Static program elements are visualized.
- D. There is improved programmer productivity.

Answer: D

Explanation:
Programming libraries are collections of pre-written code that developers can use to optimize tasks and solve common problems efficiently. By using a library, developers don't have to write everything from scratch, which saves time and reduces the potential for errors. Libraries can provide solutions for user authentication, data visualization, animations, networking, and more, allowing developers to focus on the unique aspects of their projects rather than reinventing the wheel123.
References:
* Codingem's "What Is a Library in Programming? A Complete Guide"1.
* CareerFoundry's "What is a Programming Library? A Beginner's Guide"2.
* Robots.net's article on the importance of libraries in programming3.

NEW QUESTION # 56
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