

# WGU Scripting-and-Programming-Foundations Exam Certification Cost & Scripting-and-Programming-Foundations Real Exam Questions

## WGU D278 Exam Prep | Scripting and Programming Foundations Exam | 100% Correctly Answered and Rated A+ | 2025/2026 Guide

Why are functions useful?

**Correct Answer:** Decomposing a program into functions can greatly aid program readability, helping yield an initially correct program, and easing future maintenance

An invocation of a function's name, causing the function's statements to execute

**Correct Answer:** Function Call

What is a parameter in a function?

**Correct Answer:** A function input specified in a function definition. Ex: A pizza area function might have diameter as an input.

What is an argument in a function?

**Correct Answer:** A value provided to a function's parameter during a function call. Ex: A pizza area function might be called as `PrintPizzaArea(12.0)` or as `PrintPizzaArea(16.0)`.

P.S. Free 2026 WGU Scripting-and-Programming-Foundations dumps are available on Google Drive shared by Itbraindumps: <https://drive.google.com/open?id=1LRLsQRE8uNFoZjES11bOh9gP4XN1k8b>

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### **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>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 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>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>

### **WGU Scripting and Programming Foundations Exam Sample Questions (Q83-Q88):**

#### **NEW QUESTION # 83**

Order the tasks needed to safely replace a lamp's light bulb from first (1) to last (4).

Select your answer from the pull down list.

□

**Answer:**

Explanation:

□

Explanation:

□

Safety and proper procedure are paramount when replacing a light bulb to avoid any electrical hazards or injuries. First, always ensure the lamp is turned off to prevent electrical shock. Next, carefully unscrew the broken or burnt-out bulb from the socket; it might be hot, so caution is advised. After removing the old bulb, screw in the new working bulb securely but without overtightening

to avoid damaging the bulb or socket.

Finally, turn the lamp on to verify that the new bulb is functioning properly.

References The answer and explanation are based on general knowledge and common safety practices for handling electrical appliances; specific documents or standards on Scripting and Programming Foundations are not applicable here.

The image displays multiple-choice options for ordering tasks needed to safely replace a lamp's light bulb, providing an interactive learning method for understanding safety procedures in handling electrical items.

#### NEW QUESTION # 84

What does the following algorithm determine?

□

- A. Whether x is evenly divisible by 2 or 3
- B. Whether x is negative. 0, <x positive
- C. Whether x is odd
- D. Whether x is even

**Answer: C**

Explanation:

The algorithm provided in the image performs a modulo operation with 2 ( $x \% 2$ ) and checks if the result is 1.

In programming, the modulo operation gives the remainder of the division of two numbers. For any integer x, if  $x \% 2$  equals 1, it means that x is odd because it has a remainder of 1 when divided by 2. Even numbers, when divided by 2, have no remainder and thus would return 0 in a modulo 2 operation.

References: The explanation is based on the standard definition and behavior of the modulo operation in programming and mathematics. For more information on algorithms and their applications, you can refer to resources such as GeeksforGeeks<sup>1</sup> and Built In<sup>2</sup>.

#### NEW QUESTION # 85

The steps in an algorithm to build a picnic table are given:

- \* Measure and mark the lumber cuts that need to be made.
- \* Buy the needed materials.
- \* Determine the needed materials.
- \* Cut the lumber to the proper dimensions.
- \* Assemble the pieces and paint. Which two steps of the algorithm should be switched to make the algorithm successful?

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

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

To build a picnic table, the steps must be performed in a logical order. According to foundational programming principles (e.g., Certipoint Scripting and Programming Foundations Study Guide), algorithms require correct sequencing to achieve the desired outcome. We analyze the steps to identify the logical order and find which steps are misplaced.

\* Current Order:

- \* Measure and mark lumber cuts.
- \* Buy the needed materials.
- \* Determine the needed materials.
- \* Cut the lumber to the proper dimensions.
- \* Assemble the pieces and paint.

\* Logical Order Analysis:

- \* Determine the needed materials (Step 3) must come first, as you need to know what materials are required before purchasing them.
- \* Buy the needed materials (Step 2) follows, as you purchase the materials identified.
- \* Measure and mark the lumber cuts (Step 1) comes next, as you need the materials on hand to measure and mark.
- \* Cut the lumber to the proper dimensions (Step 4) follows marking.
- \* Assemble the pieces and paint (Step 5) is the final step.

\* Issue: Step 3 (determine materials) is after Step 2 (buy materials), which is illogical because you must know what to buy before purchasing. Switching Steps 2 and 3 corrects this:

\* New order: 1, 3, 2, 4, 5.

\* Option A: "1 and 3." Incorrect. Switching Step 1 (measure/mark) and Step 3 (determine materials) places measuring before determining materials, which is illogical since you need materials first.

\* Option B: "1 and 2." Incorrect. Switching Step 1 (measure/mark) and Step 2 (buy materials) places buying before determining materials (Step 3), which remains out of order.

\* Option C: "2 and 3." Correct. Switching Step 2 (buy materials) and Step 3 (determine materials) results in: 1, 3, 2, 4, 5, where materials are determined before buying.

\* Option D: "2 and 4." Incorrect. Switching Step 2 (buy materials) and Step 4 (cut lumber) places cutting before determining materials, which is illogical.

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

General Algorithm Design Principles (logical step ordering).

### NEW QUESTION # 86

Which snippet represents the loop variable update statement in the given code?

□

- A.  $h < 30$
- B. Put h to output
- C. integer h = 2
- D.  $h = h + 2$

**Answer: D**

Explanation:

The loop variable update statement is the part of a loop that changes the loop variable's value at the end of each iteration. In the context of a for loop, it's typically the third component of the loop's header. Looking at the provided code snippet, option C,  $h = h + 2$ , is the statement that updates the loop variable h by incrementing it by 2 after each loop iteration. This is consistent with the standard behavior of a loop variable update statement in programming, where after executing the loop body, the loop control variable is updated based on the specified increment or decrement operation.

References:

\* Stack Overflow discussion on loop variable updates<sup>1</sup>.

\* GeeksforGeeks article on for loops in programming<sup>2</sup>.

\* freeCodeCamp guide on for loops in C<sup>3</sup>.

\* LaunchCode's breakdown of the for statement<sup>4</sup>.

### NEW QUESTION # 87

Which expression has a value equal to the rightmost digit of the integer  $q = 7777$ ?

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

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

To find the rightmost digit of an integer  $q = 7777$ , we need the units digit (i.e., 7). According to foundational programming principles, the modulo operator (%) with 10 isolates the rightmost digit of a number.

\* Option A: " $10 \% q$ ."

\* Compute:  $10 \% 7777 = 10$  (since  $10 \div 7777$  has a remainder of 10).

\* Result: 10 # 7. Incorrect.

\* Option B: " $q \% 10$ ."

\* Compute:  $7777 \% 10 = 7$  (remainder of  $7777 \div 10$ , isolating the units digit).

\* Result: 7 = rightmost digit. Correct.

\* Option C: " $q / 10000$ ."

\* Compute:  $7777 / 10000 = 0.7777$  (floating-point division).

\* Result: 0.7777 # 7. Incorrect.

\* Option D: "q % 10000."

\* Compute:  $7777 \% 10000 = 7777$  (since  $7777 < 10000$ ).

\* Result: 7777 # 7. Incorrect.

Certiport Scripting and Programming Foundations Study Guide (Section on Modulo Operator).

C Programming Language Standard (ISO/IEC 9899:2011, Section on Multiplicative Operators).


W3Schools: "Python Operators" ([https://www.w3schools.com/python/python\\_operators.asp](https://www.w3schools.com/python/python_operators.asp)).

## NEW QUESTION # 88

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