

# Examcollection Scripting-and-Programming-Foundations Questions Answers & Answers Scripting-and-Programming-Foundations Free

Scripting and Programming - Foundations - C173

## Scripting and Programming - Foundations - C173 Exam Questions and Answers 2025

What is an editor? -Correct Answer ✓A program that allows you to write code

What is a compiler? -Correct Answer ✓A program that produces other programs. The compiler does all the work at once and then runs the new program. We're translating the code we wrote to computer code all at once. This is often when we produce an .exe (executable) file.

What is an interpreter? -Correct Answer ✓A program that runs code one line at a time. Instead of converting all of the code at once it runs each line as it's needed. It interprets that specific line from your code to computer code.

What is an operator and what does it do? -Correct Answer ✓An operator takes two operands (values) and does something with them. It is an object capable of manipulating a value. If it is a comparison or logical operator it would compare to see if they are similar or dissimilar. If it is a mathematical operator it would perform mathematical calculations.

What is an expression? -Correct Answer ✓something that has a value.

What is the difference in a terminal and non-terminal expression? -Correct Answer ✓A terminal is a final value, while a non-terminal can be reduced further.

What is proper Python grammar for making an expression? -Correct Answer ✓Expression → Expression Operator Expression  
The Expression non-terminal that appears on the left side can be replaced by an Expression, followed by an Operator, followed by another Expression. For example, 1 + 1 is an Expression Operator Expression.

What is a variable? -Correct Answer ✓a name that refers to a value

What are the three main types of data covered? How do you declare each one? -Correct Answer ✓string is a sequence of characters surrounded by quotes, either single or double  
example: myVar = "string data"

Integer is a number -Correct Answer ✓example: myVar = 33

Boolean is a true or false value -Correct Answer ✓example: myVar = True

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### WGU Scripting and Programming Foundations Exam Sample Questions (Q85-Q90):

#### NEW QUESTION # 85

What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

- A. constant float gpa
- B. variable float gpa
- C. constant int gpa
- D. variable int gpa

#### Answer: B

Explanation:

A student's grade point average (GPA) is a numerical representation that typically includes a decimal to account for the precision of the average (e.g., 3.75). Therefore, it should be declared as a floating-point data type to accommodate the decimal part. Since a student's GPA can change over time with the addition of new grades, it should be declared as a variable rather than a constant.

References:

\* The concept of using floating-point variables for numerical data that includes decimals is a standard practice in programming. This is discussed in programming resources such as "Programming: Principles and Practice Using C++" by Bjarne Stroustrup, which explains data types and their uses. Additionally, the concept of variables and constants is covered in "The C Programming Language" by Brian W.

Kernighan and Dennis M. Ritchie.

#### NEW QUESTION # 86

A programmer receives requirements from customers and decides to build a first version of a program. Which phase of an Agile approach is being carried out when the programmer starts writing the first version?

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

#### Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

In Agile software development, the process is iterative, and writing code to create a version of the program occurs during the implementation phase. According to foundational programming principles and Agile methodologies (e.g., Certiport Scripting and Programming Foundations Study Guide, Agile Manifesto), implementation involves coding the software based on requirements and design.

\* Agile Phases Overview:

- \* Analysis: Gathers and refines requirements (e.g., customer needs as user stories).
- \* Design: Plans the technical solution (e.g., defining functions, classes, or architecture).
- \* Implementation: Writes and integrates code to create a working version.
- \* Testing: Verifies the code meets requirements.

- \* Option A: "Implementation." This is correct. Starting to write the first version of the program involves coding, which is the core activity of the implementation phase. For example, the programmer might write functions or classes to meet customer requirements.
- \* Option B: "Testing." This is incorrect. Testing occurs after coding to verify the program's functionality, not during the writing of the first version.
- \* Option C: "Design." This is incorrect. Design involves planning the program's structure (e.g., specifying functions or objects), not writing the code.
- \* Option D: "Analysis." This is incorrect. Analysis involves receiving and refining requirements, which the programmer has already done before starting to code.

Certiport Scripting and Programming Foundations Study Guide (Section on Agile Implementation).

Agile

Manifesto: "Working Software" (<http://agilemanifesto.org/>).

Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).

### NEW QUESTION # 87

Which term refers to a function that represents the number of fixed-size memory units used for an input of a given size?

- A. Runtime
- B. Linear search
- C. Space complexity
- D. Computational complexity

**Answer: C**

Explanation:

Space complexity refers to the amount of memory space required by an algorithm in relation to the size of the input data. It is a function, often denoted as  $S(N)$ , that represents the number of fixed-size memory units used by the algorithm for an input of size  $N$ . For example, if an algorithm needs to create a new array that is the same size as the input array, its space complexity would be linear, or  $O(N)$ , where  $N$  is the size of the input array. This term is crucial in evaluating the efficiency of an algorithm, especially when working with large data sets or in systems with limited memory resources.

### NEW QUESTION # 88

Which two statement describe advantages to using programming libraries? Choose 2 answers

- A. Using libraries turns procedural code into object-oriented code.
- B. Using a library minimizes copyright issues in coding.
- C. Libraries always make code run faster.
- D. The programmer can improve productivity by using libraries.
- E. Using a library prevents a programmer from having to code common tasks by hand
- F. A program that uses libraries is more portable than one that does not

**Answer: D,E**

Explanation:

Programming libraries offer a collection of pre-written code that developers can use to perform common tasks, which saves time and effort. This is because:

- \* B. Libraries provide pre-coded functions and procedures, which means programmers don't need to write code from scratch for tasks that are common across many programs. This reuse of code enhances efficiency and reduces the potential for errors in coding those tasks.
- \* E. By using libraries, programmers can significantly improve their productivity. Since they are not spending time writing and testing code for tasks that the library already provides, they can focus on the unique aspects of their own projects.

### NEW QUESTION # 89

Which two types of operators are found in the code snippet not ( $g != S$ )?

- A. Equality and logical
- B. Logical and arithmetic
- C. Assignment and arithmetic

- D. Equality and arithmetic

#### Answer: A

Explanation:

The code snippet `not (g != S)` contains two types of operators:

\* Equality Operator (`!=`): The expression `g != S` checks whether the value of `g` is not equal to the value of `S`. The `!=` operator is used for comparison and returns `True` if the values are different, otherwise `False`.

\* Logical Operator (`not`): The `not` operator is a logical negation operator. It inverts the truth value of a Boolean expression. In this case, `not (g != S)` evaluates to `True` if `g` is equal to `S`, and `False` otherwise.

Therefore, the combination of these two operators results in the overall expression `not (g != S)`.

#### NEW QUESTION # 90

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