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**WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026
COMPLETE QUESTIONS WITH CORRECT
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1. Function - ANSWER ✓ is a list of statements executed by invoking the function's name, with such invoking known as a function call. Any function input values, or arguments, appear within (), and are separated by commas if more than one. Below, the function SquareRoot is called with one argument, areaSquare. The function call evaluates to a value, as in SquareRoot(areaSquare) below evaluating to 7.0, which is assigned to sideSquare.
2. RandomNumber() - ANSWER ✓ function is a built-in zyFlowchart function that takes two arguments, lowValue and highValue, and returns a random integer in the range lowValue to highValue. Ex: RandomNumber(1, 10) returns a random integer in the range 1 to 10.
3. Type conversion - ANSWER ✓ a conversion of one data type to another, such as an integer to a float. zyFlowchart automatically performs several common conversions between integer and float types, and such automatic conversion is known as implicit conversion.

For an arithmetic operator like + or *, if either operand is a float, the other is automatically converted to float, and then a floating-point operation is performed.

For assignments, the right side type is converted to the left side type.

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WGU Scripting and Programming Foundations Exam Sample Questions (Q68-Q73):

NEW QUESTION # 68

A sample function is shown.

$$Y = -2x - 2$$

What is returned for $f(-1)$?

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

Answer: A

Explanation:

- * We start with the given function: ($Y = -2x - 2$).
- * To find ($f(-1)$), we substitute ($x = -1$) into the function.
- * Plugging in the value: ($f(-1) = -2(-1) - 2 = 2 - 2 = 0$).

References

- * Scripting and Programming Foundations documents.

NEW QUESTION # 69

What is one task that could be accomplished using a while loop?

- A. After inputting two numbers, the program prints out the larger of the two
- B. When the user inputs a number, the program outputs "True" when the number is a multiple of 10
- C. A user is asked to enter a password repeatedly until either a correct password is entered or five incorrect attempts have been made.
- D. The user inputs an integer, and the program prints out whether the number is even or odd and whether the number is positive, negative, or zero.

Answer: C

Explanation:

A while loop is used to repeatedly execute a block of code as long as a specified condition is true. In the context of the given options:

- * Option A could use a simple if-else statement to compare two numbers and print the larger one.
- * Option B is a classic example of a use case for a while loop. The loop can run until the correct password is entered or the maximum number of attempts is reached.
- * Option C could be accomplished with a single if statement to check if the number is a multiple of 10.
- * Option D can also be done with an if-else statement to check the properties of the number.

Therefore, the task that is best suited for a while loop is Option B, where the user is asked to enter a password repeatedly until a correct password is entered or a certain number of incorrect attempts have been made. This requires the program to loop through the password prompt and check the conditions after each input, which is what while loops are designed for.

References:

- * "Programming Foundations: Fundamentals" by Simon Allardice, Lynda.com
- * "Introduction to Computer Science and Programming Using Python," MITx on edX.
- * "Python Crash Course" by Eric Matthes.

NEW QUESTION # 70

Which three statements describe a characteristic of a programming library?

- A. Libraries improve a programmer's productivity.
- B. Using libraries will always make a program run less efficiently.
- C. A single library normally includes more than one function.
- D. A single program can only include one library.
- E. A library typically must be included before any function in the library is used
- F. One library will contain one function but can have several variables.

Answer: A,C,E

Explanation:

A programming library is a collection of pre-written code that developers can use to optimize tasks and improve productivity. Here's why the selected statements are correct:

- * A: Libraries must be included or imported into your program before you can use the functions or objects they contain. This is because the program needs to know where to find the code it's executing¹².
- * B: A library typically includes multiple functions, objects, or classes that are related to a specific task or area of functionality. This allows developers to reuse code efficiently¹².
- * D: By providing pre-written code, libraries save developers time and effort, which in turn improves their productivity. Instead of writing code from scratch, developers can focus on the unique aspects of their project¹².

The other options are incorrect because:

- * C: While it's true that poorly designed libraries can affect performance, well-designed libraries can actually make programs more efficient by providing optimized code.
- * E: A single program can include multiple libraries as needed. There's no limit to the number of libraries a program can use.
- * F: Libraries often contain multiple functions and variables, not just one function.

References:

- * CareerFoundry's guide on what a programming library is¹.
- * Codingem's complete guide on libraries in programming².

NEW QUESTION # 71

What is a characteristic of an interpreted language?

- A. Is restricted to running on one machine
- B. Has a programmer writing machine code
- C. Generates syntax errors during compilation
- D. Can be run by a user one statement at a time

Answer: D

Explanation:

Interpreted languages are designed to be executed one statement at a time by an interpreter. This allows for immediate execution and feedback, which is useful for debugging and interactive use. Unlike compiled languages, interpreted languages do not generate machine code prior to execution, and they do not produce syntax errors during compilation because there is no compilation step. They are not restricted to one machine, as the interpreter can be implemented on various systems, and they do not require the programmer to write machine code.

NEW QUESTION # 72

Which characteristic distinguishes an object-oriented language from other languages?

- A. It is extremely portable and can be run on any machine that has a program than can read the code.
- B. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.
- C. It specifies a series of well-structured steps to compose a program
- D. It has variables that never change type during execution

Answer: B

Explanation:

The defining characteristic of an object-oriented language is its support for objects and classes, which encapsulate data and behavior. This includes the ability to define custom variable types (classes) with their own methods, and the use of key principles such as information hiding, data abstraction, encapsulation, polymorphism, and inheritance. These features distinguish object-oriented languages from procedural languages, which do not typically support these concepts in the same way.

NEW QUESTION # 73

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