

Scripting-and-Programming-Foundations Aktuelle Prüfung - Scripting-and-Programming-Foundations Prüfungsguide & Scripting-and-Programming-Foundations Praxisprüfung



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WGU Scripting-and-Programming-Foundations Prüfungsplan:

Thema	Einzelheiten

Thema 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.
Thema 2	• 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.
Thema 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.
Thema 4	• 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.

>> Scripting-and-Programming-Foundations Prüfungsübungen <<

Scripting-and-Programming-Foundations Übungsmaterialien & Scripting-and-Programming-Foundations Dumps

Sie können Prüfungsfragen und Antworten zur WGU Scripting-and-Programming-Foundations Zertifizierungsprüfung teilweise umsonst als Probe herunterladen. Sobald Sie ZertFragen wählen, würden wir alles tun, um Ihnen bei der Prüfung zu helfen. Wenn Sie später finden, dass die von uns gebotenen WGU Scripting-and-Programming-Foundations Prüfungsfragen und Antworten den echten Prüfungsfragen und Antworten nicht entsprechen und Sie somit die Prüfung nicht bestehen, dann erstatten wir Ihnen die an uns geleisteten Zahlung.

WGU Scripting and Programming Foundations Exam Scripting-and-Programming-Foundations Prüfungsfragen mit Lösungen (Q89-Q94):

89. Frage

Which phase of a waterfall approach defines specifies on how to build a program?

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

Antwort: D

Begründung:

In the Waterfall approach to software development, the phase that defines and specifies how to build a program is the Design phase. This phase follows the initial Analysis phase, where the requirements are gathered, and precedes the Implementation phase, where the actual coding takes place. During the Design phase, the software's architecture, components, interfaces, and data are methodically planned out. This phase translates the requirements into a blueprint for constructing the software, ensuring that the final product will meet the specified needs.

References: The stages of the Waterfall methodology and their purposes are well-documented in project management and software engineering literature. Atlassian provides a comprehensive guide on the Waterfall methodology, detailing each phase and its significance¹. Built In also offers insights into the Waterfall methodology, including the systematic structure it provides for planning, organization, design, and testing².

These sources affirm the role of the Design phase in the Waterfall approach as the stage where the program's construction is defined.

90. Frage

What is a string?

- A. A name that refers to a value
- B. A built-in method
- C. A very precise sequence of steps
- **D. A sequence of characters**

Antwort: D

Begründung:

In the context of programming, a string is traditionally understood as a sequence of characters. It can include letters, digits, symbols, and spaces, and is typically enclosed in quotation marks within the source code. For instance, "Hello, World!" is a string. Strings are used to store and manipulate text-based information, such as user input, messages, and textual data within a program. They are one of the fundamental data types in programming and are essential for building software that interacts with users or handles textual content.

References:

- * Coderslang: Become a Software Engineer¹
- * Wikipedia²
- * Programming Fundamentals³
- * TechTerms⁴

91. Frage

What does the following algorithm determine?

□

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

Antwort: B

Begründung:

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 GeeksforGeeks¹ and Built In².

92. Frage

It is given that integer $x=41$ and integer $y = 16$. What is the value of the expression $(x \% 8) - y$?

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

Antwort: A

Begründung:

The expression $(x \% 8) - y$ involves the modulo operation and subtraction. The modulo operation finds the remainder when (x) is divided by (8) . Given $(x = 41)$, we calculate $(41 \% 8)$ which equals (1) because (41) divided by (8) equals (5) with a remainder of (1) . Then, we subtract (y) (which is (16)) from this remainder: $(41 \% 8) - 16 = 1 - 16 = -15$

However, there seems to be a discrepancy here as the calculation shows the answer should be (-15), but this is not an option provided in your question. Please double-check the options or the expression provided.

References:

* The concept of modulo operation is explained in various programming resources such as Python documentation and C++ reference guides.

* Basic arithmetic operations and their precedence are covered in introductory programming textbooks and online coding platforms like Codecademy and freeCodeCamp.

93. Frage

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

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

Antwort: A,D

Begründung:

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.

94. Frage

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