

# 100% Pass Quiz 2026 Scripting-and-Programming-Foundations: Reliable WGU Scripting and Programming Foundations Exam Test King

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**WGU C173 SCRIPTING AND PROGRAMMING – FOUNDATIONS OA ACTUAL EXAM 2025/2026  
COMPLETE QUESTIONS WITH CORRECT  
DETAILED ANSWERS || 100% GUARANTEED  
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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 (Q58-Q63):

#### NEW QUESTION # 58

A software developer determines the mathematical operations that a calculator program should support. When two waterfall approach phases are involved?

- A. Design and Testing
- B. Design and implementation
- C. Analysis and design
- D. Implementation and testing

**Answer: C**

Explanation:

Here's the typical flow of the Waterfall software development model:

- \* Analysis: This phase focuses on defining the problem and gathering detailed requirements for the software. Understanding the specific mathematical operations to support is a key part of this phase.
- \* Design: Designers turn the requirements from the analysis phase into a concrete blueprint for the software. This includes architectural and detailed design decisions covering how those mathematical operations will be implemented.
- \* Implementation: Developers take the design and translate it into working code, writing the modules and functions to perform the calculations.
- \* Testing: Testers verify the software to ensure it meets the requirements, including testing how the implemented calculator functions handle different operations.
- \* Maintenance: Ongoing support after deployment to address bugs and introduce potential changes or enhancements.

Why the other options are less accurate:

- \* A. Design and Testing: While testing validates the calculator's functions, the determination of the required operations happens earlier in the process.
- \* B. Implementation and Testing: Implementation builds the calculator, but the specifications and choice of operations happen before coding starts.
- \* C. Design and Implementation: Though closely linked, the design phase finalizes the operation choices before implementation begins.

#### NEW QUESTION # 59

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 program's first version?

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

**Answer: C**

Explanation:

In the context of Agile software development, when a programmer begins writing the first version of a program after receiving requirements from customers, they are engaging in the Implementation phase. This phase is characterized by the actual coding or development of the software, where the focus is on turning the design and analysis work into a working product. It's a part of the iterative process where developers create, test, and refine the software in successive iterations.

The Agile approach emphasizes incremental development and frequent feedback, with each iteration resulting in a potentially shippable product increment. The Implementation phase is where these increments are built, and it typically follows the Design phase, where the system's architecture and components are planned out.

References: The information aligns with the key stages of the Agile Development Life Cycle, which includes the phases of Concept, Inception, Iteration (Implementation), Testing, Release, and Review12.

## NEW QUESTION # 60

What is an example of an algorithm?

- A. Unplug the device, wait 30 seconds, and restart the device.
- B. A webpage uses an HTML file type.
- C. The list contains apples, bananas, and oranges.
- D. The sign of two integers determines the sign of the product.

### Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

An algorithm is a step-by-step procedure to solve a problem or perform a task, typically expressed as a sequence of instructions. According to foundational programming principles, algorithms are actionable, ordered, and finite processes.

\* Option A: "The sign of two integers determines the sign of the product." This is incorrect. This is a mathematical rule or observation (e.g., positive  $\times$  positive = positive), not a sequence of steps to solve a problem.

\* Option B: "The list contains apples, bananas, and oranges." This is incorrect. This is a data description, not a procedure or algorithm.

\* Option C: "A webpage uses an HTML file type." This is incorrect. This is a statement about file format, not a step-by-step process.

\* Option D: "Unplug the device, wait 30 seconds, and restart the device." This is correct. This is a clear, ordered sequence of steps to troubleshoot a device, qualifying as an algorithm.

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

Cormen, T.H., et al., Introduction to Algorithms, 3rd Edition (Chapter 1: The Role of Algorithms).

W3Schools: "What is an Algorithm?" (general programming principles).

## NEW QUESTION # 61

Which characteristic specifically describes an object-oriented language?

- A. Supports creating programs as a set of functions.
- B. Requires a compiler to translate to machine code.
- C. Can be run on any machine that has an interpreter.
- D. Supports creating programs as items that have data plus operations.

### Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Object-oriented languages are defined by their use of objects, which combine data (attributes) and operations (methods) to model real-world entities. According to foundational programming principles, this encapsulation of data and behavior is a hallmark of OOP languages.

\* Option A: "Supports creating programs as items that have data plus operations." This is correct. OOP languages (e.g., C++, Java, Python) organize programs into objects, where each object contains data (fields or attributes) and operations (methods). For example, a Car object might have data like speed and methods like accelerate().

\* Option B: "Supports creating programs as a set of functions." This is incorrect. This describes functional or procedural languages (e.g., C, Haskell), where programs are structured as functions or procedures, not objects.

\* Option C: "Requires a compiler to translate to machine code." This is incorrect. Not all OOP languages require compilation to machine code (e.g., Python is interpreted). Compilation is a characteristic of some languages (e.g., C++, Java), not a defining feature of OOP.

\* Option D: "Can be run on any machine that has an interpreter." This is incorrect. While some OOP languages (e.g., Python) are interpreted, others (e.g., C++) are compiled. Interpretability is not specific to OOP.

Certiport Scripting and Programming Foundations Study Guide (Section on Object-Oriented Programming).

Java Documentation: "Defining Classes" (<https://docs.oracle.com/javase/tutorial/java/javaOO/>).

W3Schools: "Python Classes and Objects" ([https://www.w3schools.com/python/python\\_classes.asp](https://www.w3schools.com/python/python_classes.asp)).

## NEW QUESTION # 62

Which is one characteristic of an object-oriented language that is not a characteristic of a procedural or functional language?

- A. The language supports decomposing a program into objects that interact with one another.
- B. The language treats programs as evaluating mathematical functions.
- C. The language is based on the concept of modular programming and the calling of a subroutine.
- D. The language is optimized for recursive programming.

### Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Object-oriented programming (OOP) languages are distinguished by their use of objects, which encapsulate data and behavior, and support features like inheritance, polymorphism, and encapsulation. According to foundational programming principles (e.g., Certiport Scripting and Programming Foundations Study Guide), this object-based approach is unique to OOP and not inherent to procedural or functional paradigms.

\* Option A: "The language is optimized for recursive programming." This is incorrect. Recursion is a technique supported by many languages across paradigms, including procedural (e.g., C), functional (e.g., Haskell), and object-oriented (e.g., Java). It is not unique to OOP.

\* Option B: "The language is based on the concept of modular programming and the calling of a subroutine." This is incorrect. Modular programming and subroutines (functions or procedures) are central to procedural languages (e.g., C) and also supported in functional languages. While OOP languages support modularity, this is not their distinguishing feature.

\* Option C: "The language treats programs as evaluating mathematical functions." This is incorrect. This describes functional programming languages (e.g., Haskell, Lisp), which emphasize immutability and function evaluation, not OOP.

\* Option D: "The language supports decomposing a program into objects that interact with one another." This is correct. OOP languages (e.g., Java, C++, Python) are characterized by organizing code into objects that encapsulate data and methods, interacting through messages or method calls. This is not a feature of procedural (e.g., C) or functional (e.g., Scheme) languages, which focus on procedures or functions, respectively.

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

Python Documentation: "Classes" (<https://docs.python.org/3/tutorial/classes.html>).

W3Schools: "Java OOP" ([https://www.w3schools.com/java/java\\_oop.asp](https://www.w3schools.com/java/java_oop.asp)).

## NEW QUESTION # 63

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Humphrey: So I sat through the meeting where they were reviewing the proposed Scripting-and-Programming-Foundations announcement, and Fred got started with the architecture of all the technical discussion, and Tom Watson got up and walked out of the room

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