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WGU Scripting and Programming Foundations Exam Sample Questions (Q96-Q101):

NEW QUESTION # 96

Which problem is solved by Dijkstra's shortest path algorithm?

- A. Given the coordinates of five positions, what is the most fuel-efficient flight path?
- B. Given an increasing array of numbers is the number 19 in the array?
- C. Given two newspaper articles what is the greatest sequence of words shared by both articles?
- D. Given an alphabetized list of race entrants and a person's name, is the person entered in the race?

Answer: A

Explanation:

Dijkstra's shortest path algorithm is designed to find the shortest path between nodes in a graph. This can be applied to various scenarios, such as routing problems, network optimization, and in this case, determining the most fuel-efficient flight plan. The algorithm works by iteratively selecting the unvisited vertex with the smallest tentative distance from the source, then visiting the neighbors of this vertex and updating their tentative distances if a shorter path is found. This process continues until the destination vertex is reached or all reachable vertices have been visited.

In the context of the given options, Dijkstra's algorithm is best suited for option B, where the goal is to find the most fuel-efficient path (i.e., the shortest path) between multiple points (coordinates of five positions).

The algorithm is not designed to solve problems like searching for an element in an array (option A), finding the longest common subsequence (option C), or searching for a name in a list (option D).

NEW QUESTION # 97

What is a characteristic of an interpreted language?

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

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

An interpreted language is executed directly by an interpreter, which reads and executes the source code line by line without requiring a separate compilation step. According to foundational programming principles, this allows for flexibility, such as running code interactively or one statement at a time.

* Option A: "Generates syntax errors during compilation." This is incorrect. Interpreted languages (e.g., Python, JavaScript) do not undergo a compilation phase. Syntax errors are detected during execution by the interpreter, not during a compilation step.

* Option B: "Can be run by a user one statement at a time." This is correct. Interpreted languages often support interactive execution, where users can input and execute code one statement at a time (e.g., in Python's REPL or JavaScript's browser console). This is a hallmark of interpreters.

* Option C: "Has a programmer writing machine code." This is incorrect. No high-level programming language, interpreted or compiled, requires programmers to write machine code. Interpreted languages use high-level source code executed by an interpreter.

* Option D: "Is restricted to running on one machine." This is incorrect. Interpreted languages are typically portable across machines, as long as the interpreter is available (e.g., Python runs on Windows, macOS, and Linux with the same source code).

Certipoint Scripting and Programming Foundations Study Guide (Section on Interpreted Languages).

Python Documentation: "Interactive Mode" (<https://docs.python.org/3/tutorial/interpreter.html>).

W3Schools: "JavaScript Introduction" (https://www.w3schools.com/js/js_intro.asp).

NEW QUESTION # 98

A function should return 0 if a number, N is even and 1 if N is odd.
What should be the input to the function?

- A. N
- B. Even
- C. 0
- D. 1

Answer: A

Explanation:

In the context of writing a function that determines whether a given number N is even or odd, the input to the function should be the number itself, represented by the variable N. The function will then perform the necessary logic to determine whether N is even or odd and return the appropriate value (0 for even, 1 for odd).

Here's how the function might look in Python:

Python

```
def check_even_odd(N):  
    """
```

Determines whether a given number N is even or odd.

Args:

N (int): The input number.

Returns:

int: 0 if N is even, 1 if N is odd.

```
    """
```

```
    if N % 2 == 0:
```

```
        return 0 # N is even
```

```
    else:
```

```
        return 1 # N is odd
```

```
    # Example usage:
```

```
    number_to_check = 7
```

```
    result = check_even_odd(number_to_check)
```

```
    print(f"The result for {number_to_check} is: {result}")
```

AI-generated code. Review and use carefully. More info on FAQ.

In this example, if number_to_check is 7, the function will return 1 because 7 is an odd number.

NEW QUESTION # 99

Given integer x = 12 and integer y = 4. What is the value of the expression x - y * 2?

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

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

The expression x - y * 2 involves subtraction and multiplication, evaluated according to operator precedence.

According to foundational programming principles (e.g., C and Python standards), multiplication (*) has higher precedence than subtraction (-), so y * 2 is computed first.

* Given: x = 12, y = 4.

* Compute: y * 2 = 4 * 2 = 8.

* Then: x - (y * 2) = 12 - 8 = 4.

* Option A: "4." This is correct, as calculated above.

* Option B: "6." This is incorrect. It might result from misinterpreting precedence (e.g., (x - y) * 2 = (12 - 4) * 2 = 16).

* Option C: "8." This is incorrect. It might result from computing x - y = 12 - 4 = 8 and ignoring * 2.

* Option D: "14." This is incorrect. It does not align with the expression's evaluation.

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

C Programming Language Standard (ISO/IEC 9899:2011, Section on Expressions).
W3Schools: "Python Operators" (https://www.w3schools.com/python/python_operators.asp).

NEW QUESTION # 100

A programmer is writing code using C. Which paradigm could the programmer be using?

- A. An event-driven paradigm using static types
- B. A procedural paradigm using dynamic types
- C. A functional paradigm using dynamic types
- **D. A procedural paradigm using static types**

Answer: D

Explanation:

C is a programming language that primarily follows the procedural programming paradigm. This paradigm is a subset of imperative programming and emphasizes on procedure in terms of the underlying machine model. It involves writing a sequence of instructions to tell the computer what to do step by step, and it relies on the concept of procedure calls, where procedures, also known as routines, subroutines, or functions, are a set of instructions that perform a specific task.

The procedural paradigm in C uses static typing, where the type of a variable is known at compile time. This means that the type of a variable is declared and does not change over time, which is in contrast to dynamic typing, where the type can change at runtime. C's type system requires that each variable and function is explicitly declared with a type and it does not support dynamic typing as seen in languages like Python or JavaScript.

References: 1: Introduction of Programming Paradigms - GeeksforGeeks

NEW QUESTION # 101

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