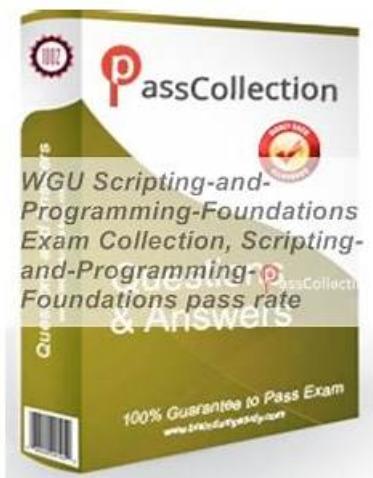# Pass4training WGU Scripting-and-Programming-Foundations Desktop-based Practice Test Software

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WGU Scripting and Programming Foundations Exam Sample Questions (Q117-Q122):

NEW QUESTION # 117
Which statement describes a compiled language?

- **A. It has code that is first converted to machine code, which can then only run on a particular type of machine.**
- B. It allows variables to change from the initial declared types during program execution.
- C. It is considered fairly safe because it forces the programmer lo declare all variable types ahead of time and commit to those types during runtime.
- D. It specifies a series of well-structured steps to compose a program.

Answer: A

Explanation:
A compiled language is one where the source code is translated into machine code by a compiler. This machine code is specific to the type of machine it is compiled for, meaning the same compiled code cannot be run on different types of machines without being recompiled. This process differs from interpreted languages, where the source code is not directly converted into machine code but is instead read and executed by an interpreter, which allows for cross-platform compatibility. Compiled languages are known for their performance efficiency because the machine code is executed directly by the computer's hardware.
References: The characteristics of compiled languages are well-documented in computer science literature and online resources. For instance, GeeksforGeeks provides a clear distinction between compiled and interpreted languages, explaining that compiled languages are translated into machine instructions of the target machine1. Similarly, Stack Overflow discussions elaborate on the implementation differences between compiled and interpreted languages2. Wikipedia also defines a compiled language as one whose implementations are typically compilers3.

NEW QUESTION # 118
Which line is a loop variable update statement in the sample code?

integer h = 0 do Put "What is the password?" to output String userInput = Get next input if userInput != pwd Put "Incorrect." to output h = h + 1 while (userInput != pwd) and (h <= 10) if userInput == pwd Put "Access granted." to output else Put "Access denied." to

- A. if userInput == pwd
- B. (userInput !=pwd) and (h <= 10)
- C. integer h = 0
- **D. h = h +1**

Answer: D

Explanation:
In programming, a loop variable update statement is used to modify the loop variable's value with each iteration of the loop. This is crucial for the progression and eventual termination of the loop. The statement h
= h + 1 is a classic example of a loop variable update statement. It increments the value of h by 1, ensuring that the loop can move towards its completion condition. Without such an update, the loop could potentially continue indefinitely, leading to an infinite loop.

NEW QUESTION # 119
Which two situations would be helped by using a programming library?

- A. A programmer is writing a piece of mathematical code that requires the heavy use of recursive functions.
- B. A programming student is writing code to iterate through the integers in a list and determine the maximum.
- **C. A programmer needs to perform a series of file compression tasks. These tasks are commonly performed by programmers, and the programmer does not want to have to code them all by hand**
- **D. A video game programmer needs to perform several animation tasks, all of which are very common in the industry. The programmer does not want to have to code each task. And they are unsure if they a even know how lo code a few of them.**
- E. A programmer needs to write several interacting objects for a student gradebook application, some of which need an inheritance structure.

- F. A programmer is developing a database application that can house various types of data. The software cannot know ahead of time the data type, and so the programmer needs variables that do not require an initial declaration type.

Answer: C,D

Explanation:
Programming libraries are collections of pre-written code that programmers can use to perform common tasks without having to write the code from scratch. They are particularly helpful in situations where:
* The tasks are common and standardized across the industry, such as animation tasks in video games (Option C). Using a library can save time and resources, and also ensure that the animations are up to industry standards.
* The tasks are well-known and frequently performed by many programmers, such as file compression (Option D). Libraries provide a reliable and tested set of functions that can handle these tasks efficiently.
For the other options:
* A: While a library could be used, writing interacting objects and implementing inheritance is a fundamental part of object-oriented programming and may not necessarily require a library.
* B: Iterating through a list to find the maximum value is a basic programming task that typically doesn't require a library.
* E: Dynamic typing or the use of variables without an initial declaration type is a feature of the programming language itself rather than a library.
* F: Recursive functions are a programming concept that can be implemented without the need for a library, unless the recursion is part of a specific algorithm that a library might provide.
References:
* Programming libraries documentation and standards.
* Industry best practices for video game development and file compression techniques.

NEW QUESTION # 120

Which type of language requires variables to be declared ahead of time and prohibits their types from changing while the program runs?

- A. Static
- B. Procedural
- C. Scripted (interpreted)
- D. Compiled

Answer: A

Explanation:
The type of language that requires variables to be declared ahead of time and prohibits their types from changing while the program runs is known as a statically typed language. In statically typed languages, the type of a variable is determined at compile-time and cannot be changed during runtime. This means that the compiler must know the exact data types of all variables used in the program, and these types must remain consistent throughout the execution of the program. Statically typed languages require developers to declare the type of each variable before using it, which can help catch type errors during the compilation process, potentially preventing runtime errors and bugs.
References:1
https://www.remotely.works/blog/understanding-the-differences-static-vs-dynamic-typing-in-programming-lang

NEW QUESTION # 121

What is a characteristic of an interpreted language?

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

Answer: B

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 # 122
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