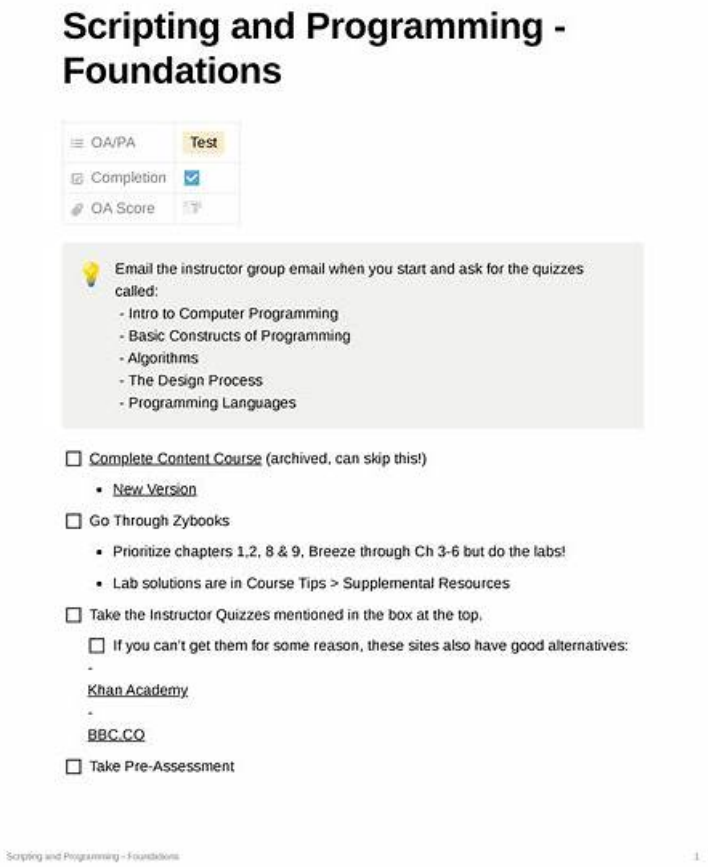
Scripting-and-Programming-Foundations Study Reference, Scripting-and-Programming-Foundations Latest Mock Test


Scripting and Programming - Foundations

OA/PA Test

Completion

OA Score

Email the instructor group email when you start and ask for the quizzes called:
- Intro to Computer Programming
- Basic Constructs of Programming
- Algorithms
- The Design Process
- Programming Languages

Complete Content Course (archived, can skip this!)
- New Version

Go Through Zybooks
- Prioritize chapters 1,2, 8 & 9, Breeze through Ch 3-6 but do the labs!
- Lab solutions are in Course Tips > Supplemental Resources

Take the Instructor Quizzes mentioned in the box at the top.
- If you can't get them for some reason, these sites also have good alternatives:
-
Khan Academy
-
BBC.CO

Take Pre-Assessment

Scripting and Programming - Foundations 1

P.S. Free & New Scripting-and-Programming-Foundations dumps are available on Google Drive shared by TestValid: https://drive.google.com/open?id=10jLpN0GrTUXHeqCjAgyDzVUGSUPOmtg0

We understand your itching desire of the exam. Do not be bemused about the exam. We will satisfy your aspiring goals. Our Scripting-and-Programming-Foundations real questions are high efficient which can help you pass the exam during a week. We just contain all-important points of knowledge into our Scripting-and-Programming-Foundations latest material. And we keep ameliorate our Scripting-and-Programming-Foundations latest material according to requirements of Scripting-and-Programming-Foundations exam. Besides, we arranged our Scripting-and-Programming-Foundations Exam Prep with clear parts of knowledge. You may wonder whether our Scripting-and-Programming-Foundations real questions are suitable for your current level of knowledge about computer, as a matter of fact, our Scripting-and-Programming-Foundations exam prep applies to exam candidates of different degree. By practicing and remember the points in them, your review preparation will be highly effective and successful.

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The majority of people encounter the issue of finding extraordinary WGU Scripting-and-Programming-Foundations exam dumps that can help them prepare for the actual WGU Scripting-and-Programming-Foundations Exam. They strive to locate authentic and up-to-date WGU Scripting-and-Programming-Foundations practice questions for the WGU Scripting and Programming Foundations Exam exam, which is a tough ask.

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

NEW QUESTION # 117
Which phase of an Agile approach would create a function that calculates shipping costs based on an item's weight and delivery zip code?

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

Answer: B

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
In Agile software development, the process is iterative, with phases including analysis, design, implementation, and testing. According to foundational programming principles and Agile methodologies (e.
g., Certiport Scripting and Programming Foundations Study Guide, Agile Manifesto), creating a function (writing code) occurs during the implementation phase.
* Agile Phases Overview:
* Analysis: Gathers requirements (e.g., user stories like "calculate shipping costs based on weight and zip code").
* Design: Plans the technical solution (e.g., specifying the function's signature, inputs, and outputs).
* Implementation: Writes and integrates the code (e.g., coding the function).
* Testing: Verifies the code meets requirements.
* Option A: "Testing." This is incorrect. Testing verifies the function's correctness, not its creation.
* Option B: "Analysis." This is incorrect. Analysis defines the requirement for the function (e.g., what it should do), not the coding.
* Option C: "Implementation." This is correct. In Agile, writing the function to calculate shipping costs (e.
g., calculateShipping(weight, zipCode)) happens during implementation, where code is developed based on the design.
* Option D: "Design." This is incorrect. Design specifies the function's structure (e.g., parameters, return type), but the actual coding occurs in implementation.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Development Phases).
Agile
Manifesto: "Working Software" (http://agilemanifesto.org/).
Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).

NEW QUESTION # 118
A function should determine the average of x and y.
What should be the function's parameters and return value(s)?

- A. Parameters: x, yReturn value: average
- B. Parameters: averageReturn values: x, y
- C. Parameters: x, y. averageReturn value: none
- D. Parameters: nonsReturn values: x, y

Answer: A

Explanation:
In programming, a function that calculates the average of two numbers will require both numbers as input to perform the calculation. These inputs are known as parameters. Once the function has completed its calculation, it should return the result. In this case, the result is the average of the two numbers, which is the return value.

Here's a simple example in pseudocode:
function calculateAverage(x, y) {
average = (x + y) / 2
return average
}
In this function, x and y are the parameters, and the average is the calculated value that the function returns after execution.
References:
* Parameters and return values are fundamental concepts in programming that allow functions to receive inputs and return outputs12.
* The syntax and structure of function parameters and return values are consistent across many programming languages, ensuring that a function can perform operations using the provided inputs and then return a result2.

NEW QUESTION # 119
A software developer determines the mathematical operations that a calculator program should support When two waterfall approach phases are involved?

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

Answer: A

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 # 120
A program allows the user to play a game. At the end of each game, the program asks the user if they want to play again.
Which programming structure on its own is appropriate to accomplish this task?

- A. One while loop
- B. If-else statement
- C. Nested for loops
- D. One for loop

Answer: A

Explanation:
The most appropriate programming structure to repeatedly ask a user if they want to play a game again is a while loop. This is because a while loop can execute a block of code as long as a specified condition is true. In this case, the condition would be whether the user wants to play again or not. The while loop will continue to prompt the user after each game and will only exit if the user indicates they do not want to play again. This makes it an ideal choice for tasks that require repeated execution based on user input.
For loops are generally used when the number of iterations is known beforehand, which is not the case here as we cannot predict

how many times a user will want to play the game. Nested for loops and if-else statements are not suitable for repeating tasks based on dynamic user input.
References:
* Loops in Programming - GeeksforGeeks1
* Use the right loop to repeat tasks - Learn programming with Java - OpenClassrooms2
* Using For and While Loops for User Input in Python - Stack Abuse3

NEW QUESTION # 121
What is one characteristic of an object-oriented language that is not a characteristic of a procedural or functional language?

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

Answer: B

Explanation:
One of the fundamental characteristics of object-oriented programming (OOP) is the concept of decomposing a program into objects that interact with one another1. This is distinct from procedural and functional programming paradigms, which do not inherently structure programs as a collection of objects. In OOP, objects are instances of classes and contain both data (attributes) and code (methods). These objects encapsulate data and operations and can interact with each other through methods, allowing for concepts such as inheritance, polymorphism, and encapsulation12.
In contrast, procedural programming is characterized by a focus on procedures or routines to perform tasks, and functional programming treats computation as the evaluation of mathematical functions without side effects or state changes2. Neither paradigm organizes code around objects with encapsulated data and methods, which is a defining feature of OOP1.

NEW QUESTION # 122
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