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WGU Scripting and Programming Foundations Exam Sample Questions (Q35-Q40):

NEW QUESTION # 35

What is the proper way to declare a student's grade point average throughout the term if this item is needed in several places in a program?

- A. Constant float gpa
- B. Variable int gpa
- C. Variable float gpa
- D. Constant int gpa

Answer: C

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
A grade point average (GPA) is a numerical value that typically includes decimal places (e.g., 3.75).
According to foundational programming principles, it should be declared as a variable if it may change (e.g., as grades are updated) and as a floating-point type to accommodate decimals.
* Option A: "Variable float gpa." This is correct. GPA requires a floating-point type (float) to handle decimal values, and since it may change over the term, it should be a variable, not a constant. For example, in C: float gpa = 3.5;.
* Option B: "Constant float gpa." This is incorrect. A constant (const in C) cannot be modified after initialization, but GPA may change as new grades are added.
* Option C: "Variable int gpa." This is incorrect. An integer (int) cannot store decimal values, which are common in GPAs (e.g., 3.2).
* Option D: "Constant int gpa." This is incorrect. GPA requires a float for decimals and a variable for mutability, making both const and int unsuitable.
Certiport Scripting and Programming Foundations Study Guide (Section on Variables and Data Types).
C Programming Language Standard (ISO/IEC 9899:2011, Section on Floating Types).
W3Schools: "C Variables" (https://www.w3schools.com/c/c_variables.php).

NEW QUESTION # 36

Which action occurs during the design phase of an Agile process?

- A. Writing the required objects
- B. Determining the goals of the project
- C. Determining the functions that need to be written
- D. Deciding on the name of the program

Answer: C

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
In Agile, the design phase focuses on creating technical specifications and plans for implementing the software, including identifying functions, classes, or modules. According to foundational programming principles, this phase bridges requirements (from analysis) to coding (in implementation).
* Option A: "Determining the functions that need to be written." This is correct. During the design phase, the team specifies the functions, methods, or components (e.g., function signatures, class methods) required to meet the requirements. For example, designing a calculateTotal() function for an e- commerce system occurs here.
* Option B: "Determining the goals of the project." This is incorrect. Project goals are established during the analysis phase, where requirements and user stories are defined.
* Option C: "Writing the required objects." This is incorrect. Writing code (e.g., implementing classes or objects) occurs during the implementation phase, not design.
* Option D: "Deciding on the name of the program." This is incorrect. Naming the program is a minor decision, typically made earlier

(e.g., during project initiation or analysis), and is not a primary focus of the design phase.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Design Phase).
Agile Alliance: "Agile Design" (https://www.agilealliance.org/glossary/design/).
Fowler, M., Refactoring: Improving the Design of Existing Code (design principles in Agile).

NEW QUESTION # 37
What is one characteristic of an object-oriented language that is not a characteristic of a procedural or functional language?

- A. The language treats programs as evaluating mathematical functions.
- B. The language supports decomposing a program into objects that interact with one another.
- 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: 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 # 38
Which characteristic distinguishes an object-oriented language from other languages?

- A. It has variables that never change type during execution
- B. It specifies a series of well-structured steps to compose a program.
- C. It includes custom variable types with methods, information hiding, data abstraction, encapsulation, polymorphism, and inheritance.
- D. It is extremely portable and can be run on any machine that has a program than can read the code.

Answer: C

Explanation:
The defining characteristic of an object-oriented language is its support for objects and classes, which encapsulate data and behavior. This includes the ability to define custom variable types (classes) with their own methods, and the use of key principles such as information hiding, data abstraction, encapsulation, polymorphism, and inheritance. These features distinguish object-oriented languages from procedural languages, which do not typically support these concepts in the same way.

NEW QUESTION # 39
A software developer creates a list of all objects and functions that will be used in a board game application and then begins to write the code for each object. Which two phases of the Agile approach are being carried out?

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

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
The tasks described involve creating a technical plan (listing objects and functions) and coding (writing the objects). According to foundational programming principles and Agile methodologies, these correspond to the design phase (planning the structure) and the implementation phase (coding).

* Agile Phases Analysis:
* Analysis: Defines requirements (e.g., "the game must support players and moves").
* Design: Specifies technical components (e.g., objects like Player, Board, and functions like makeMove()).
* Implementation: Writes the code for the specified components.
* Testing: Verifies the code works as intended.
* Tasks Breakdown:
* Creating a list of objects and functions: This is a design task, as it involves planning the program's structure (e.g., class diagrams or function signatures).
* Writing the code for each object: This is an implementation task, as it involves coding the objects (e.g., implementing the Player class).
* Option A: "Analysis and design." This is incorrect. Analysis defines high-level requirements, not the specific objects and functions, which are part of design.
* Option B: "Design and implementation." This is correct. Designing the list of objects and functions occurs in the design phase, and writing their code occurs in the implementation phase.
* Option C: "Analysis and implementation." This is incorrect. Analysis does not involve listing technical components like objects and functions.
* Option D: "Design and testing." This is incorrect. Testing verifies the coded objects, not the act of creating their list or writing their code.
Certiport Scripting and Programming Foundations Study Guide (Section on Agile Phases).
Sommerville, I., Software Engineering, 10th Edition (Chapter 4: Agile Software Development).
Agile Alliance: "Design and Implementation" (https://www.agilealliance.org/glossary/design/).

NEW QUESTION # 40
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