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>> Scripting-and-Programming-Foundationsトレーニング費用 <<

Scripting-and-Programming-Foundations無料問題、Scripting-and-Programming-Foundationsトレーニング資料

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WGU Scripting and Programming Foundations Exam 認定 Scripting-and-

Programming-Foundations 試験問題 (Q67-Q72):

質問 # 67

Which three statements describe a characteristic of a programming library?

- A. A single program can only include one library.
- B. A library typically must be included before any function in the library is used
- C. A single library normally includes more than one function.
- D. Using libraries will always make a program run less efficiently.
- E. One library will contain one function but can have several variables.
- F. Libraries improve a programmer's productivity.

正解：B、C、F

解説：

A programming library is a collection of pre-written code that developers can use to optimize tasks and improve productivity. Here's why the selected statements are correct:

* A: Libraries must be included or imported into your program before you can use the functions or objects they contain. This is because the program needs to know where to find the code it's executing12.

* B: A library typically includes multiple functions, objects, or classes that are related to a specific task or area of functionality. This allows developers to reuse code efficiently12.

* D: By providing pre-written code, libraries save developers time and effort, which in turn improves their productivity. Instead of writing code from scratch, developers can focus on the unique aspects of their project12.

The other options are incorrect because:

* C: While it's true that poorly designed libraries can affect performance, well-designed libraries can actually make programs more efficient by providing optimized code.

* E: A single program can include multiple libraries as needed. There's no limit to the number of libraries a program can use.

* F: Libraries often contain multiple functions and variables, not just one function.

References:

* CareerFoundry's guide on what a programming library is1.

* Codingem's complete guide on libraries in programming2.

質問 # 68

A software engineer has written a program that uses a large number of interacting custom data types information hiding, data abstraction encapsulation polymorphism, and inheritance Variables do not need to receive their types ahead of time, and this program can run on a variety of operating systems without having to re-compile the program into machine code.

Which type of language is being used? Choose 3 terms that accurately describe the language.

- A. Procedural
- B. Object-oriented
- C. Interpreted
- D. Markup
- E. Dynamic
- F. Static

正解：B、C、E

解説：

The language described in the question exhibits characteristics of an interpreted, object-oriented, and dynamic language. Here's why these terms apply:

* Interpreted: The program can run on various operating systems without re-compilation, which is a trait of interpreted languages. Interpreted languages are executed line by line by an interpreter at runtime, rather than being compiled into machine code beforehand123.

* Object-oriented: The use of concepts like information hiding, data abstraction, encapsulation, polymorphism, and inheritance are hallmarks of object-oriented programming (OOP). OOP languages are designed around objects and classes, which allow for modular, reusable, and organized code456.

* Dynamic: Variables in the program do not need to have their types declared ahead of time, indicating dynamic typing. In dynamically typed languages, type checking is performed at runtime, and variables can be assigned to different types of data over their lifetime7891011.

質問 # 69

What is a string?

- A. A name that refers to a value
- B. A very precise sequence of steps
- C. A sequence of characters
- D. A built-in method

正解：**C**

解説：

In the context of programming, a string is traditionally understood as a sequence of characters. It can include letters, digits, symbols, and spaces, and is typically enclosed in quotation marks within the source code. For instance, "Hello, World!" is a string. Strings are used to store and manipulate text-based information, such as user input, messages, and textual data within a program. They are one of the fundamental data types in programming and are essential for building software that interacts with users or handles textual content.

質問 # 70

Which phase of an agile application would create a function that calculates shipping costs based on an item's weight and delivery zip code?

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

正解：**B**

解説：

In the Agile software development life cycle, the Implementation phase is where the actual coding and development of the project take place. This is the stage where a function to calculate shipping costs based on an item's weight and delivery zip code would be created. The Implementation phase involves translating the design and analysis work into functional software components. It's during this phase that developers write code and build features that will eventually be tested and refined in subsequent phases.

質問 # 71

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

正解：**A**

解説：

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

質問 #72

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