

# WGU Scripting-and-Programming-Foundations Valid Test Question & Scripting-and-Programming-Foundations Book Pdf

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## WGU - Scripting and Programming Foundations - D278

What does a programmer do first to use an existing programming library? -  
**ANSWER** Include the library

What relationship is common among a programming library's functions? -  
**ANSWER** Functions all relate to the same purpose.

What is an advantage of using a programming library? -  
**ANSWER** The code has already been tested.

Which language is dynamically typed? -  
**ANSWER** Python

Which language is not built on object-oriented design principles? -  
**ANSWER** C

A language substantially supports a programmer creating items like person, teacher, and students. Each item has internal data and some operations.

Which characteristic describes that language? -  
**ANSWER** Object-oriented

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### WGU Scripting and Programming Foundations Exam Sample Questions (Q76-Q81):

#### NEW QUESTION # 76

The steps in an algorithm to find the maximum of integers a and b are given.

- 1) Set max = a.
- 2) Declare variable max.
- 3) If  $b > max$ , set max = b
- 4) Put max to output.

Which two steps of the algorithm should be switched to make the algorithm successful?

- A. 1 and 3
- B. 2 and 3
- C. 2 and 4
- D. 1 and 2

#### Answer: D

Explanation:

The variable max should be declared before it is used. So, the corrected algorithm would be:

- \* Declare variable max.
- \* Set max = a.
- \* If  $b > max$ , set max = b.
- \* Put max to output.

This way, the variable max is declared before being assigned the value of a, and the rest of the algorithm can proceed as given. Thank you for the question! Let me know if you have any other queries.

#### NEW QUESTION # 77

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

#### Answer: D

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 # 78

What is a feature of CM as a programming language

- A. The code does not require being translated into machine code but can be run by a separate program called a compiler.
- B. The program usually runs slower than an interpreted language.
- C. The code runs directly one statement at a time by another program called a compiler
- D. The code must be compiled into machine code in the form of an executable file before execution.

**Answer: D**

Explanation:

The C(M) programming language is designed to translate mathematical constructions into efficient C programs. It is a declarative functional language with strong type checking and supports high-level functional programming. The C(M) compiler translates the C(M) program into a readable C program, which then needs to be compiled into machine code in the form of an executable file before it can be executed1. This process is typical of compiled languages, where the source code is transformed into machine code, which can be directly executed by the computer's CPU. In contrast, interpreted languages are typically run by an interpreter, executing one statement at a time, which generally results in slower execution compared to compiled languages.

## NEW QUESTION # 79

What does a function definition consist of?

- A. A list of all other functions that call the function
- B. The function's name, inputs, outputs, and statements
- C. An invocation of a function's name
- D. The function's argument values

**Answer: B**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

A function definition specifies how a function operates, including its name, parameters (inputs), return type or values (outputs), and the statements it executes. According to foundational programming principles, a function definition is distinct from a function call or its usage.

- \* Option A: "The function's name, inputs, outputs, and statements." This is correct. A function definition includes:
  - \* Name (e.g., myFunction).
  - \* Inputs (parameters, e.g., int x, int y).
  - \* Outputs (return type or value, e.g., int or return x + y).
  - \* Statements (body, e.g., { return x + y; } in C). For example, in Python: def add(x, y): return x + y.
- \* Option B: "A list of all other functions that call the function." This is incorrect. A function definition does not track or include its callers; it defines the function's behavior.
- \* Option C: "An invocation of a function's name." This is incorrect. An invocation (call) is when the function is used (e.g., add(2, 3)), not its definition.
- \* Option D: "The function's argument values." This is incorrect. Argument values are provided during a function call, not in the definition, which specifies parameters (placeholders).

Certiport Scripting and Programming Foundations Study Guide (Section on Function Definitions).

Python Documentation: "Defining Functions" (<https://docs.python.org/3/tutorial/controlflow.html#define-functions>).

W3Schools: "C Function Definitions" ([https://www.w3schools.com/c/c\\_functions.php](https://www.w3schools.com/c/c_functions.php)).

## NEW QUESTION # 80

What is an argument?

- A. A piece of information provided in a function call
- B. A piece of information assigned to a function's output
- C. An input named in the definition of a function
- D. A declared piece of information within a function

**Answer: A**

Explanation:

In programming, an argument is a value that is passed to a function when it is called. The function can then use that information within its scope as it runs. Arguments are often used interchangeably with parameters, but they refer to the actual values provided to the function, while parameters are the variable names listed in the function's definition that receive the argument values<sup>12</sup>.

For example, consider a function calculateSum that takes two arguments, a and b:

Python

```
def calculateSum(a, b):  
    return a + b  
  
# Here, 5 and 3 are arguments provided in the function call.  
result = calculateSum(5, 3)
```

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

In this case, 5 and 3 are the arguments provided in the function call to calculateSum. They are not declared within the function (option B), not assigned to the function's output (option C), nor are they inputs named in the definition of the function (option D). Instead, they are pieces of information provided during the function call, which aligns with option A.

## NEW QUESTION # 81

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