

# JavaScript-Developer-I

**Version: Demo**

**[ Total Questions: 10]**

**Question #:1**

Refer to the following code:

```
<html lang="en">
<body>
<div onclick = "console.log('Outer message');">
<button id = "myButton">CLick me</button>
</div>
</body>
<script>
function displayMessage(ev) {
ev.stopPropagation();
console.log('Inner message. ');
}
const elem =document.getElementById('myButton');
elem.addEventListener('click' , displayMessage);
</script>
</html>
```

What will the console show when the button is clicked?

- A. Outer message
- B. Outer message  
Inner message
- C. Inner message  
Outer message
- D. Inner message

**Answer: D**

**Question #:2**

A test has a dependency on `database.query`. During the test the dependency is replaced with an object called `database` with the method, `query`, that returns an array. The developer needs to verify how many times the method was called and the arguments used each time.

Which two test approaches describe the requirement?

Choose 2 answers

- A. Integration
- B. Black box
- C. White box
- D. Mocking

**Answer: C D**

**Question #:3**

Refer to code below:

```
Let productSKU = '8675309' ;
```

A developer has a requirement to generate SKU numbers that are always 19 characters long, starting with 'sku', and padded with zeros.

Which statement assigns the values `sku0000000008675309` ?

- A. `productSKU = productSKU .padStart (19. '0').padstart('sku');`
- B. `productSKU = productSKU .padEnd (16. '0').padstart('sku');`
- C. `productSKU = productSKU .padEnd (16. '0').padstart(19, 'sku');`
- D. `productSKU = productSKU .padStart (16. '0').padstart(19, 'sku');`

**Answer: D**

**Question #:4**

Which function should a developer use to repeatedly execute code at a fixed interval ?

- A. setInterval
- B. setTimeout
- C. setPeriod
- D. setInteria

**Answer: A**

#### Question #:5

Refer to the code below:

```
for(let number =2 ; number <= 5 ; number += 1 ) {  
  // insert code statement here  
}
```

The developer needs to insert a code statement in the location shown. The code statement has these requirements:

1. Does require an import
2. Logs an error when the boolean statement evaluates to false
3. Works in both the browser and Node.js

Which meet the requirements?

- A. `assert (number % 2 === 0);`
- B. `console.error(number % 2 === 0);`
- C. `console.debug(number % 2 === 0);`
- D. `console.assert(number % 2 === 0);`

**Answer: B**

#### Question #:6

developer creates a new web server that uses Node.js. It imports a server library that uses events and callbacks for handling server functionality.

The server library is imported with require and is made available to the code by a variable named server. The developer wants to log any issues that the server has while booting up.

Given the code and the information the developer has, which code logs an error at boot with an event?

- A. 

```
Server.catch ((server) => {  
  console.log('ERROR', error);  
});
```
- B. 

```
Server.error ((server) => {  
  console.log('ERROR', error);  
});
```
- C. 

```
Server.on ('error', (error) => {  
  console.log('ERROR', error);  
});
```
- D. 

```
Try{  
  server.start();  
} catch(error) {  
  console.log('ERROR', error);  
}
```

**Answer: C**

#### Question #:7

In the browser, the window object is often used to assign variables that require the broadest scope in an application Node.js application does not have access to the window object by default.

Which two methods are used to address this ?

Choose 2 answers

- A. Use the document object instead of the window object.

- B. Assign variables to the global object.
- C. Create a new window object in the root file.
- D. Assign variables to module.exports and require them as needed.

**Answer: B**

#### Question #:8

Refer to the following array:

Let arr = [ 1,2, 3, 4, 5];

Which three options result in x evaluating as [3, 4, 5] ?

Choose 3 answers.

- A. Let x= arr.filter (( a) => (a<2));
- B. Let x=arr.splice(2,3);
- C. Let x= arr.slice(2);
- D. Let x= arr.filter((a) => ( return a>2 ));
- E. Let x = arr.slice(2,3);

**Answer: B C D**

#### Question #:9

Refer to the following code:

```
01 function Tiger(){
```

```
02 this.Type = 'Cat';
```

```
03 this.size = 'large';
```

```
04 }
```

```
05
```

```
06 let tony = new Tiger();
```

```
07 tony.roar = () =>{
```

```
08 console.log('They\'re great!');
09 };
10
11 function Lion(){
12 this.type = 'Cat';
13 this.size = 'large';
14 }
15
16 let leo = new Lion();
17 //Insert code here
18 leo.roar();
```

Which two statements could be inserted at line 17 to enable the function call on line 18?

Choose 2 answers.

- A. `Leo.roar = () => { console.log('They\'re pretty good:'); };`
- B. `Object.assign(leo,Tiger);`
- C. `Object.assign(leo,tony);`
- D. `Leo.prototype.roar = () => { console.log('They\'re pretty good:'); };`

**Answer: A C**

**Question #:10**

Refer to the code:

```
function Animal(size, type){
  this.size = size || "small";
  this.type = type || "Animal";
  this.canTalk =false;}
let Pet = function (size, type, name, owner){
  Animal.call(this, size, type);
  this.name = name;
  this.owner = owner;}
Pet.prototype = Object.create(Animal.prototype);
let pet1 = new Pet();
console.log(pet1);
```

Given the code above, which three properties are set pet1?

Choose 3 answers:

- A. Name
- B. canTalk
- C. Type
- D. Owner
- E. Size

**Answer: B C E**



