

JAVASCRIPT-DEVELOPER-I^{Q&As}

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QUESTION 1

Which statement can a developer apply to increment the browser's navigation history without a page refresh?

- A. `window.history.pushState(newStateObject);`
- B. `window.history.pushStare(newStateObject, '\', null);`
- C. `window.history.replaceState(newStateObject, '\', null);`
- D. `window.history.state.push(newStateObject);`

Correct Answer: C

QUESTION 2

Which code change should be done for the console to log the following when 'Click me!' is clicked?

```
01 <html lang="en">
02   <table onclick="console.log('Table log');">
03     <tr id="row1">
04       <td>Click me!</td>
05     </tr>
06   </table>
07   <script>
08     function printMessage(event) {
09       console.log('Row log');
10       event.stopPropagation();
11     }
12
13     let elem = document.getElementById('row1');
14     elem.addEventListener('click', printMessage, false);
15   </script>
16 </html>
```

> Row log > Table log

- A. Remove lines 13 and 14

- B. Change line 10 to event.stopPropagation (false) ;
- C. Change line 14 to elem.addEventListener ('click', printMessage, true);
- D. Remove line 10

Correct Answer: B

QUESTION 3

Given a value, which three options can a developer use to detect if the value is NaN? Choose 3 answers !

- A. value == NaN
- B. Object.is(value, NaN)
- C. value === Number.NaN
- D. value !== value
- E. Number.isNaN(value)

Correct Answer: AE

QUESTION 4

Refer to the code below:

```
const event = new CustomEvent(  
//Missing Code  
);  
obj.dispatchEvent(event);
```

A developer needs to dispatch a custom event called update to send information about recordId.

Which two options could a developer insert at the placeholder in line 02 to achieve this?

Choose 2 answers

- A. `Update`, { recordId : `123abc` }
- B. `Update`, `123abc`
- C. { type : `update`, recordId : `123abc` }
- D. `Update`, { Details : { recordId : `123abc` } }

Correct Answer: AD

QUESTION 5

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

Correct Answer: BCE

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