



Introduction to Programming Using JavaScript

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### **QUESTION 1**

You are writing a function that calculates the remainder for integer division. The function receives two parameters, a and b, and must return the remainder that is left over when the integer a is divided by the integer b. You create the following code. Line numbers are for reference only.

```
01 function remainder(a, b) {
02
03
04 }
```

You want to complete the function for lines 02 and 03.

Which two sets of code segments should you use? Each correct answer presents a complete solution. (Choose two.)

```
A. 02 a = a / b - a;
03 return a;
B. 02 b = b % a;
03 return b;
C. 02 b %= a;
03 return b;
D. 02 a %= b;
03 return a;
E. 02 a = a % b;
03 return a;
F. 02 b = b / a - b;
03 return b;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

Correct Answer: E

References: https://www.w3schools.com/js/js\_arithmetic.asp

### **QUESTION 2**



### HOTSPOT

You evaluate the following code:

```
function change(student, course)
{
    student = "JavaScript Student";
    course.name = "JavaScript";
    course.grade = 100;
}
var sampleCourse = { "name": "HTML", "grade": 90 };
var sampleStudent = "HTML Student";
change(sampleStudent, sampleCourse);
console.log(sampleStudent, sampleCourse.name, sampleCourse.grade);
```

You need to determine the values of sampleStudent, sampleCourse.name, and sampleCourse.grade that are output by console.log(). What are the final values for the three variables? To answer, select the appropriate values in the answer area.

Hot Area:

# Answer Area sampleStudent = HTML Student JavaScript Student sampleCourse.name = HTML JavaScript sampleCourse.grade = 90 100



<pre>sampleStudent =</pre>	• • • • • • • • • • • • • • • • • • •
	HTML Student
	JavaScript Student
sampleCourse.name =	
	HTML
	JavaScript
	JavaScript
sampleCourse.grade	-
Somprecourses and	
somprecourse ig. due	90

References: https://www.w3schools.com/js/js\_output.asp

### **QUESTION 3**

### DRAG DROP

You are developing a web page that uses JavaScript. The script needs to display information to the user using a popup box.

Match each function that displays a popup box with its appropriate scenario.

To answer, drag the appropriate function from the column on the left to its appropriate scenario on the right. Each function may be used once, more than once, or not at all.

NOTE: Each correct selection is worth one point.

Select and Place:

Function	Answer Area	
alert confirm	0.	Display a dialog box that allows the user to enter a street address. Display an error message using a function that does not return a value.
	0 0	Display a dialog box and return a value indicating which button the user clicked.



Function

Answer Area



References: https://www.w3schools.com/js/js\_popup.asp

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### **QUESTION 4**

### DRAG DROP

Evaluate the following code. Line numbers are included for reference only.

```
01 var n = 50;
02 var c = n + 5;
03 var a = n % 2;
04 var d = c / 11;
05 n = d * 2;
07 console.log(n, c, a, d);
```

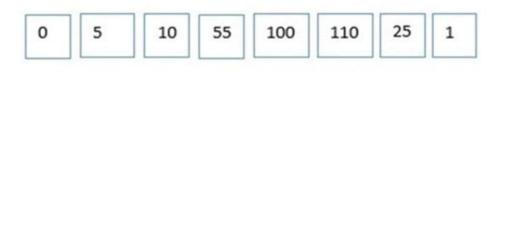
What is the value of each variable at line 07? To answer, drag the appropriate value to the correct variable. Each value may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.

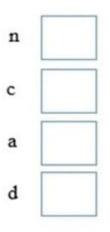
NOTE: Each correct selection is worth one point.

Select and Place:

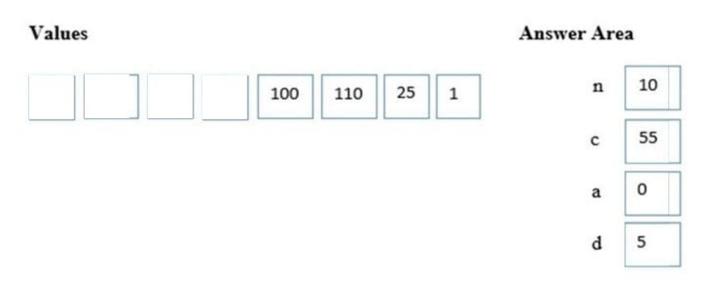
### Values

## Answer Area









References: https://www.w3schools.com/js/js\_arithmetic.asp

### **QUESTION 5**

#### HOTSPOT

You are designing a function that allows you to perform unit tests on other functions in a library. You will invoke each library function by using the eval JavaScript function. If an exception occurs when invoking a function, you want to display a

message box with the following message:

The function does not exist.

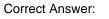
How should you complete the code? To answer, select the appropriate code segment in the answer area.

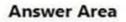
NOTE: Each correct selection is worth one point.



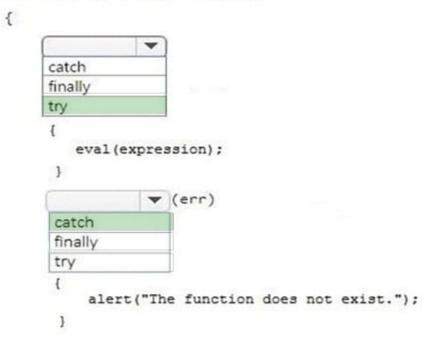
Answer	Area
--------	------

	_			
catch				
finally				
try				
}				
T	-	(err)		
catch	•	(err)		
	•	(err)		









References: https://www.w3schools.com/jsref/jsref\_try\_catch.asp



### **QUESTION 6**

### HOTSPOT

The ABC company offers a mid-week discount of 10% on Wednesdays.

You need to write a JavaScript function that meets the following requirements:

Accepts the day of the week as a string

Returns the appropriate discount

You create the following code. Line numbers are included for reference only.

```
01 function getDiscount(day) {
02
      var discount = 0;
03
04
05
         discount = .1;
         break;
06
07
         discount = 0;
08
         break;
09
      }
10
11
      return discount;
12 }
```

You must complete the code at lines 03, 04, and 07.

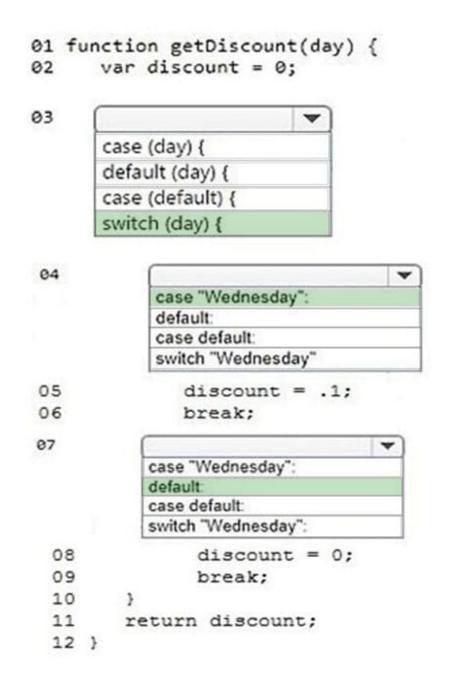
How should you complete the code? To answer, select the appropriate code segments in the answer area.

NOTE: Each correct selection is worth one point.



03	-
	case (day) {
	default (day) {
	case (default) {
	switch (day) {
04	
	case "Wednesday":
	default:
	case default.
	switch "Wednesday"
05	discount = .1;
06	break;
87	
	case "Wednesday":
	default:
	case default:
	switch "Wednesday":
08	discount = 0;
09	break;
10	}
11	return discount;





References: https://www.w3schools.com/jsref/jsref\_switch.asp

### **QUESTION 7**

### HOTSPOT

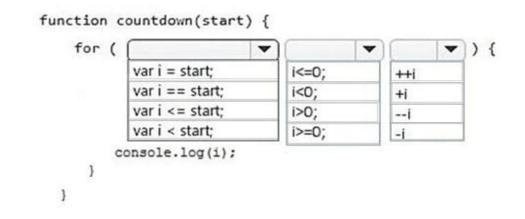
You are creating a function named countdown. The function accepts a single parameter, start, and displays a countdown from that number down to zero in increments of one.

How should you complete the code? To answer, select the appropriate code segments in the answer area.



Hot Area:

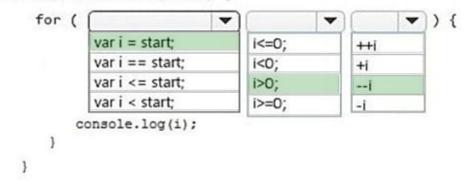
### Answer Area



Correct Answer:

### **Answer Area**

function countdown(start) {



References: https://www.w3schools.com/js/js\_operators.asp

### **QUESTION 8**

### HOTSPOT

You are evaluating a colleague\\'s code to ensure it meets best practices.

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each correct selection is worth one point.



		Yes	No
	The characters // are used to mark a single line as a comment.	$\odot$	$\odot$
	totalscore is in the correct format according to standard naming conventions for JavaScript.	$\odot$	$\odot$
	~score can be used as a variable name.	•	$\odot$
	switch can be used as a variable name.	$\odot$	0
Correct /	Answer:		
Answer	Area		
		Yes	No
	The characters // are used to mark a single line as a comment.	0	$\odot$
	totalscore is in the correct format according to standard naming conventions for JavaScript.	0	0
	~score can be used as a variable name.	0	0
	switch can be used as a variable name.	0	0

References: https://www.w3schools.com/js/js\_conventions.asp

### **QUESTION 9**

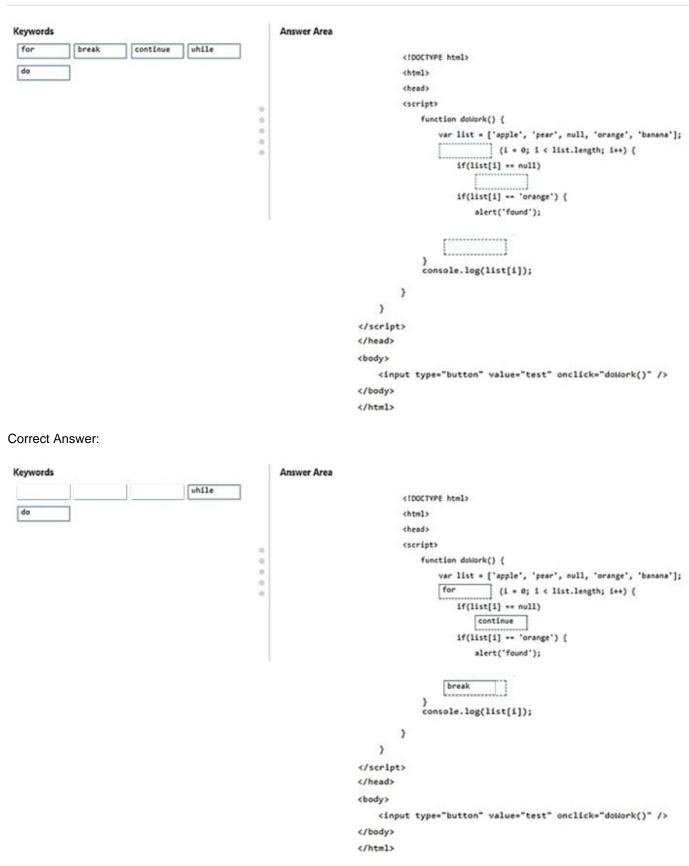
### DRAG DROP

You need to write a loop that will traverse the length of an array to find the value orange. If an array element value is null, the code should immediately go to the next element. When the value is found, the loop should exit.

How should you complete the code? To answer, drag appropriate keywords to the correct locations. Each keyword may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.

Select and Place:





References: https://www.w3schools.com/js/js\_arrays.asp https://www.w3schools.com/js/js\_break.asp



### **QUESTION 10**

### HOTSPOT

You are designing a web page that contains a blue button. When the button is pressed, it should call a function that displays the message elcome When the cursor hovers over the button, the button should turn red. When the cursor

leaves the button, the button should revert back to its original color of blue.

You want to complete the markup using the appropriate HTML events.

How should you complete the markup? To answer, select the appropriate event in the answer area.

NOTE: Each correct selection is worth one point.



```
<!DOCTYPE html>
<html>
<head>
    <script>
       function showRed()
       ł
            var changer = document.getElementById("changer");
            changer.style.backgroundColor = "red";
       }
       function showBlue()
       ł
            var changer = document.getElementById("changer");
      }
     function notify()
      {
          alert("Welcome!");
      }
   </script>
</head>
<body>
   <input id="changer" type="button"
                                                      * = "notify();"
                                                                                      ="shouRed();"
                                      onchange
                                                                      onmouseover
                                      onmouseover
                                                                      onmousedown
                                      onmouseout
                                                                      onmouseout
                                      onclick
                                                                      onclick
                       - shouBlue(); value="Click Me" style="background-color:blue; color:white;"/>
        onmouseover
        onmousedown
        onmouseout
        onkeydown
</body>
</html>
```



```
<!DOCTYPE html>
<html>
<head>
    <script>
       function showRed()
       ł
            var changer = document.getElementById("changer");
            changer.style.backgroundColor = "red";
       }
       function showBlue()
       ł
            var changer = document.getElementById("changer");
      }
     function notify()
      {
          alert("Welcome!");
      }
   </script>
</head>
<body>
   <input id="changer" type="button"
                                                         ="notify();"
                                                                                      -"shouRed();"
                                                      ¥
                                      onchange
                                                                       onmouseover
                                      onmouseover
                                                                       onmousedown
                                      onmouseout
                                                                       onmouseout
                                      onclick
                                                                      onclick
                       - shouBlue(); value="Click Me" style="background-color:blue; color:white;"/>
        onmouseover
        onmousedown
        onmouseout
        onkeydown
</body>
</html>
```

References: https://www.w3schools.com/jsref/dom\_obj\_event.asp

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