

QUESTIONS & ANSWERS

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Microsoft

98-382

Introduction to Programming Using JavaScript

<https://killexams.com/pass4sure/exam-detail/98-382>



QUESTION: 16

DRAG DROP

You are using JavaScript to create a calculator.

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

```
01 <form id="calculator"\  
02   <input type="text" id="a" />  
03   <input type="text" id="b" />  
04   <input type="text" id="result" />  
05   <input type="button" onclick="add()" value="+" />  
06 </form>
```

You must create a function named `add()` that adds the values in the `a` and `b` input elements and displays the result in the result input element. You define the following function in JavaScript: `function add() {`

```
}
```

You need to complete the body of the function.

Which three code segments should you use to develop the solution? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.

NOTE: Each correct selection is worth one point.

Code Segments

```
var b = eval(document.getElementById("b").value);  
document.getElementById("result").value = a + b;  
var a = eval(document.getElementById("a").value);  
var result = eval(document.getElementById("result"));  
var b = eval(document.getElementById("b"));  
var a = eval(document.getElementById("a"));  
var result = a + b;
```

Answer Area

Answer:
Exhibit

Code Segments

```
var b = eval(document.getElementById("b").value);  
document.getElementById("result").value = a + b;  
var a = eval(document.getElementById("a").value);  
var result = eval(document.getElementById("result"));  
var b = eval(document.getElementById("b"));  
var a = eval(document.getElementById("a"));  
var result = a + b;
```

Answer Area

```
var a = eval(document.getElementById("a"));  
var b = eval(document.getElementById("b").value);  
document.getElementById("result").value = a + b;
```

Explanation:
Exhibit

Code Segments

```
var a = eval(document.getElementById("a").value);  
var result = eval(document.getElementById("result"));  
var b = eval(document.getElementById("b"));  
  
var result = a + b;
```

Answer Area

```
var a = eval(document.getElementById("a"));  
var b = eval(document.getElementById("b").value);  
document.getElementById("result").value = a + b;
```

References:

https://www.w3schools.com/jsref/jsref_eval.asp

QUESTION: 17

DRAG DROP

A JavaScript array is initialized as follows:

```
var array = [20, 40, 60, 80];
```

You write the following code to manipulate the array:

```
array.shift();  
array.pop();  
array.push(10);  
array.unshift(100);
```

You need to determine the contents of the array.

Which four elements does the array contain in sequence? To answer, move the appropriate elements from the list of elements to the answer area and arrange them in the correct order.

The screenshot shows a drag-and-drop interface. On the left, under the heading "Elements", there is a list of values: 10, 20, 40, 60, 80, and 100. On the right, under the heading "Answer area", there are four empty boxes. Navigation arrows are present between the two areas.

Answer:

Exhibit

The screenshot shows the same drag-and-drop interface as above, but with the answer boxes filled. The "Answer area" contains the values 100, 40, 60, and 10 from top to bottom.

Explanation:

- Box 1: 100
- Box 2: 40
- Box 3: 60
- Box 4: 10

References:

<https://www.bennadel.com/blog/1796-javascript-array-methods-unshift-shift-push-and-pop.htm>

QUESTION: 18

You are creating a dynamic HTML page by using JavaScript. Your page has an image of the sun. When the user's mouse pointer moves across the image of the sun, the image should change to the image of the moon. When the user's mouse pointer is no longer over the image should change back to the image of the sun. You need to write the code for the image swap. Which two events must you program for? (Choose two.)

- A. onmouseup
- B. onmouseout
- C. onmousedown
- D. onmouseover
- E. onmouseenter

Answer: B, D

References:

https://www.w3schools.com/jsref/dom_obj_event.asp

QUESTION: 19

HOTSPOT

You are using JavaScript to create a function that calculates admission price. The function must meet the following requirements:

- ? The function accepts the age of the customer as a parameter
- ? A customer who is less than 5 years old gets in free
- ? A customer who is 65 years old or older gets in free
- ? A customer who is 5 years old to 17 years old, pays \$10 USD
- ? All other customers pay \$20 USD

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.

Answer Area

```
function ticketPrice(age) {  
  var price = 20;
```

```
if (age <= 5 && age > 65) {  
  if (age < 5 && age >= 65) {  
    if (age <= 5 || age > 65) {  
      if (age < 5 || age >= 65) {  
        price = 0;  
      }  
    }  
  }  
}
```

```
if (age >= 5 && age < 18) {  
  if (age > 5 && age <= 18) {  
    if (age >= 5 || age < 18) {  
      if (age > 5 || age <= 18) {  
        price = 10;  
      }  
    }  
  }  
}  
return price;
```

Answer:
Exhibit

Answer Area

```
function ticketPrice(age) {  
  var price = 20;
```

```
if (age <= 5 && age > 65) {  
  if (age < 5 && age >= 65) {  
    if (age <= 5 || age > 65) {  
      if (age < 5 || age >= 65) {  
        price = 0;  
      }  
    }  
  }  
}
```

```
if (age >= 5 && age < 18) {  
  if (age > 5 && age <= 18) {  
    if (age >= 5 || age < 18) {  
      if (age > 5 || age <= 18) {  
        price = 10;  
      }  
    }  
  }  
}  
return price;
```

Explanation:
Exhibit

Answer Area

```
function ticketPrice(age) {  
    var price = 20;
```

```
    if (age <= 5 && age > 65) {  
    if (age < 5 && age >= 65) {  
    if (age <= 5 || age > 65) {  
    if (age < 5 || age >= 65) {  
        price = 0;
```

```
    }  
    if (age >= 5 && age < 18) {  
    if (age > 5 && age <= 18) {  
    if (age >= 5 || age < 18) {  
    if (age > 5 || age <= 18) {  
        price = 10;  
    }  
    return price;
```

References:

https://www.w3schools.com/jsref/jsref_operators.asp



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