



98-382^{Q&As}

Introduction to Programming Using JavaScript

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QUESTION 1

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.

Hot Area:



Answer Area

```

<!DOCTYPE html>
<html>
<head>
  <script>

    function showRed()
    {
      var changer = document.getElementById("changer");
      changer.style.backgroundColor = "red";
    }

    function showBlue()
    {
      var changer = document.getElementById("changer");
    }

    function notify()
    {
      alert("Welcome!");
    }
  </script>
</head>
<body>

  <input id="changer" type="button"
  <table border="1" data-bbox="398 546 549 609">
|  |
| --- |
| onchange |
| onmouseover |
| onmouseout |
| onclick |


  ="notify();"
  <table border="1" data-bbox="656 546 807 612">
| onmouseover |
| onmousedown |
| onmouseout |
| onclick |


  ="showRed();"

  <table border="1" data-bbox="158 630 311 702">
| onmouseover |
| onmousedown |
| onmouseout |
| onkeydown |


  ="showBlue();" value="Click Me" style="background-color:blue; color:white;"/>

</body>
</html>

```

Correct Answer:



Answer Area

```

<!DOCTYPE html>
<html>
<head>
  <script>

    function showRed()
    {
      var changer = document.getElementById("changer");
      changer.style.backgroundColor = "red";
    }

    function showBlue()
    {
      var changer = document.getElementById("changer");
    }

    function notify()
    {
      alert("Welcome!");
    }
  </script>
</head>
<body>

  <input id="changer" type="button"
  <table border="1" data-bbox="396 546 550 611" style="display: inline-table; vertical-align: middle; margin: 0 10px;">
|  |
| --- |
| onchange |
| onmouseover |
| onmouseout |
| onclick |


  ="notify();"
  <table border="1" data-bbox="656 546 808 611" style="display: inline-table; vertical-align: middle; margin: 0 10px;">
| onmouseover |
| onmousedown |
| onmouseout |
| onclick |


  ="showRed();"

  <table border="1" data-bbox="156 631 310 701" style="display: inline-table; vertical-align: middle; margin: 0 10px;">
| onmouseover |
| onmousedown |
| onmouseout |
| onkeydown |


  ="showBlue();" value="Click Me" style="background-color:blue; color:white;"/>

</body>
</html>

```

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

QUESTION 2

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

Correct Answer: BD

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

QUESTION 3

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

```
function countdown(start) {  
  for ( 

|                      |
|----------------------|
| <input type="text"/> |
| var i = start;       |
| var i == start;      |
| var i <= start;      |
| var i < start;       |



|                      |
|----------------------|
| <input type="text"/> |
| i<=0;                |
| i<0;                 |
| i>0;                 |
| i>=0;                |



|                      |
|----------------------|
| <input type="text"/> |
| ++i                  |
| +i                   |
| --i                  |
| -i                   |

 ) {  
    console.log(i);  
  }  
}
```

Correct Answer:



Answer Area

```
function countdown(start) {
  for (
    var i = start;
    var i == start;
    var i <= start;
    var i < start;
    console.log(i);
  ) {
    i<=0;
    i<0;
    i>0;
    i>=0;
    ++i
    +i
    --i
    -i
  }
}
```

References: https://www.w3schools.com/js/js_operators.asp

QUESTION 4

HOTSPOT

You are creating a function that does safe division.

The function has the following requirements:

The function receives two parameters for the numerator and denominator.

If the denominator is zero, the function must return false.

If the denominator is not zero, the function must return true.

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

```
01 function isSafeDivide(numerator, denominator) {
02   if (denominator = 0) {
03     return false;
04   } else {
05     return true;
06   }
07 }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. NOTE: Each correct selection is worth one point.

Hot Area:



Answer Area

	Yes	No
The function will always return false.	<input type="radio"/>	<input type="radio"/>
The operator at line 02 should be !=	<input type="radio"/>	<input type="radio"/>

Correct Answer:

Answer Area

	Yes	No
The function will always return false.	<input type="radio"/>	<input checked="" type="radio"/>
The operator at line 02 should be !=	<input type="radio"/>	<input checked="" type="radio"/>

References: https://www.w3schools.com/js/js_comparisons.asp https://www.w3schools.com/jsref/jsref_if.asp

QUESTION 5

This question requires that you evaluate the underlined text to determine if it is correct. You review the following JavaScript code:

```
var x = 15;  
x %= 5;
```

When this code executes, the value of x is 0.

Review the underlined text. If it makes the statement correct, select "No change is needed". If the statement is incorrect, select the answer choice that makes the statement correct.

- A. No change is needed
- B. the value of x is 3
- C. the value of x is 5
- D. the value of x is undefined

Correct Answer: A

References: https://www.w3schools.com/js/js_arithmetic.asp



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