



# 98-382<sup>Q&As</sup>

Introduction to Programming Using JavaScript

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### QUESTION 1

#### 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.

Select and Place:

#### 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



Correct Answer:



### 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](https://www.w3schools.com/jsref/jsref_eval.asp)

### QUESTION 2

You are designing a web page with a script that must dynamically change the content of a paragraph element to display the value returned by the function randomQuote(). You have created the following code. Line numbers are included for reference only.

```
01 <!DOCTYPE html>  
02 <html>  
03 <body>  
04 <p id="tester" onclick="changeText()">Click to change the content.</p>  
05 <input type="button" value="Change Text" onclick="changeText()" />  
06 <script>  
07 function changeText() {  
08  
09 }  
10 </script>  
11 </body>  
12 </html>
```

Which code segment should you use at line 08?

- A. document.getElementById("tester").value = randomQuote();
- B. document.getElementById("tester").title = randomQuote();
- C. document.getElementById("tester").innerHTML = randomQuote();
- D. document.getElementById("tester").script = randomQuote();

Correct Answer: C

References: [https://www.w3schools.com/html/html\\_scripts.asp](https://www.w3schools.com/html/html_scripts.asp)

### QUESTION 3



## HOTSPOT

You need to evaluate the following code segment. Line numbers are included for reference only.

```
01 var n;  
02 console.log(typeof n);  
03 var a = "3.4";  
04 console.log(typeof a);  
05 var textArray = ["Welcome Back", "Enter a Name", "Incorrect Answer"];  
06 console.log(typeof textArray);  
07 var c = 2.4;  
08 console.log(typeof c);  
09 var tag = null;  
10 console.log(typeof tag);
```

Use the drop-down menus to select the answer choice that answers each question based on the information presented in the code segment.

Hot Area:



## Answer Area

What does the `console.log` function on line 02 write to the console?

<input type="checkbox"/>	string
<input type="checkbox"/>	array
<input type="checkbox"/>	object
<input type="checkbox"/>	number
<input type="checkbox"/>	undefined

What does the `console.log` function on line 04 write to the console?

<input type="checkbox"/>	string
<input type="checkbox"/>	array
<input type="checkbox"/>	object
<input type="checkbox"/>	number
<input type="checkbox"/>	undefined

What does the `console.log` function on line 06 write to the console?

<input type="checkbox"/>	string
<input type="checkbox"/>	array
<input type="checkbox"/>	object
<input type="checkbox"/>	number
<input type="checkbox"/>	undefined

What does the `console.log` function on line 08 write to the console?

<input type="checkbox"/>	string
<input type="checkbox"/>	array
<input type="checkbox"/>	object
<input type="checkbox"/>	number
<input type="checkbox"/>	undefined

What does the `console.log` function on line 10 write to the console?

<input type="checkbox"/>	string
<input type="checkbox"/>	array
<input type="checkbox"/>	object
<input type="checkbox"/>	number
<input type="checkbox"/>	undefined

Correct Answer:



## Answer Area

What does the `console.log` function on line 02 write to the console?

string
array
object
number
undefined

What does the `console.log` function on line 04 write to the console?

string
array
object
number
undefined

What does the `console.log` function on line 06 write to the console?

string
array
object
number
undefined

What does the `console.log` function on line 08 write to the console?

string
array
object
number
undefined

What does the `console.log` function on line 10 write to the console?

string
array
object
number
undefined

### QUESTION 4

#### 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.

Hot Area:



Answer Area

	Yes	No
The characters <code>//</code> are used to mark a single line as a comment.	<input type="checkbox"/>	<input type="checkbox"/>
<code>totalscore</code> is in the correct format according to standard naming conventions for JavaScript.	<input type="checkbox"/>	<input type="checkbox"/>
<code>~score</code> can be used as a variable name.	<input type="checkbox"/>	<input type="checkbox"/>
<code>switch</code> can be used as a variable name.	<input type="checkbox"/>	<input type="checkbox"/>

Correct Answer:

Answer Area

	Yes	No
The characters <code>//</code> are used to mark a single line as a comment.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>totalscore</code> is in the correct format according to standard naming conventions for JavaScript.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<code>~score</code> can be used as a variable name.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>switch</code> can be used as a variable name.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

References: [https://www.w3schools.com/js/js\\_conventions.asp](https://www.w3schools.com/js/js_conventions.asp)

QUESTION 5

You are creating a web page that allows customers to choose how hot their spice is. If they choose spicy, a warning should be displayed. You create the following form. Line numbers are included for reference only.

```
01 <form name = "orderForm" action = "#" method = "post">
02   <select name = "heatIndex" required>
03     <option>Mild</option>
04     <option>Medium</option>
05     <option>Spicy</option>
06   </select>
07   <button onclick = "checkWarning()">Order</button>
08 </form>
```

You create the following JavaScript code to display the warning.



```
09 function checkWarning() {
10     var option = document.forms.orderForm["heatIndex"];
11     if (option == "Spicy") {
12         alert("Spicy food: Good Luck!");
13     }
14 }
```

When you choose spicy and click Order, the warning fails to display.

You need to solve this problem.

What should you do?

- A. Change line 07 to Order
- B. Change line 07 to Order
- C. Change line 10 to var option.value = document.forms.orderForm["heatIndex"];
- D. Change line 10 to var option = document.forms.orderForm["heatIndex"].value;

Correct Answer: D

References: [https://www.w3schools.com/jsref/coll\\_doc\\_forms.asp](https://www.w3schools.com/jsref/coll_doc_forms.asp)

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