



70-480^{Q&As}

Programming in HTML5 with JavaScript and CSS3

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QUESTION 1

You are developing an application that retrieves a stock rate from an external web service. A web page displays a simple rotating animation to indicate whether the stock rate is increased or decreased.

The default image, as shown in the following graphic, indicates unchanged or neutral.



The arrow must point down if the stock rate is decreased, as shown in the following graphic.



You need to ensure that the arrow points down when the stock rate decreases. Which CSS style should you apply?



- A.

```
<style type="text/css">
  div
  {
    width:20px;
    height:20px;
    transform:move(90deg);
  }
</style>
```
- B.

```
<style type="text/css">
  div
  {
    width:20px;
    height:20px;
    transform:rotate(-90deg);
  }
</style>
```
- C.

```
<style type="text/css">
  div
  {
    width:20px;
    height:20px;
    transform:move(-90deg);
  }
</style>
```
- D.

```
<style type="text/css">
  div
  {
    width:20px;
    height:20px;
    transform:rotate(90deg);
  }
</style>
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

transform:rotate rotate(angle) Defines a 2D rotation, the angle is specified in the parameter

Syntax: object.style.transform="rotate(7deg)"

Reference: https://www.w3schools.com/cssref/css3_pr_transform.asp

**QUESTION 2**

You are developing an e-commerce website. Users place products into a shopping cart. You need to ensure that the shopping cart data is available between browser sessions. Which object should you use to store the shopping cart data?

- A. clientStorage
- B. localStorage
- C. applicationStorage
- D. sessionStorage

Correct Answer: B

With local storage, web applications can store data locally within the user's browser.

HTML local storage, better than cookies.

Before HTML5, application data had to be stored in cookies, included in every server request. Local storage is more secure, and large amounts of data can be stored locally, without affecting website performance.

Reference: https://www.w3schools.com/html/html5_webstorage.asp

QUESTION 3

You are creating a web worker for an HTML5 application.

The following tasks must be performed from within the web worker:

Register an event listener for the web worker

Start and stop the web worker

You need to define a function that performs the required tasks.

Which line of code should you use? (To answer, drag the appropriate line or lines of code to the correct location or locations. Each line of code may be used once, more than once, or not at all. You may need to drag the split bar between



```
self.postMessage('Worker: ' + data);
```

```
self.addEventListener('message', function(event));
```

```
self.attachEvent('Worker', data);
```

```
self.terminate();
```

```
self.close();
```

```
.....
```

```
var data = event.data;
```

```
switch (data.cmd) {
```

```
  case 'start':
```

```
    break;
```

```
  case 'stop':
```

```
    break;
```

```
  default:
```

```
    self.postMessage('Try again: ' + data.msg);
```

```
};
```

```
}, false);
```

panes or scroll to view content.)

Select and Place:



```
self.postMessage('Worker: ' + data);
```

```
self.addEventListener('message', function(event));
```

```
self.attachEvent('Worker', data);
```

```
self.terminate();
```

```
self.close();
```

```
.....
```

```
var data = event.data;
```

```
switch (data.cmd) {
```

```
  case 'start':
```

```
    break;
```

```
  case 'stop':
```

```
    break;
```

```
  default:
```

```
    self.postMessage('Try again: ' + data.msg);
```

```
};
```

```
}, false);
```

Correct Answer:



```
self.attachEvent('Worker', data);
```

```
self.terminate();
```

```
self.addEventListener('message', function(event));
```

```
var data = event.data;
```

```
switch (data.cmd) {
```

```
  case 'start':
```

```
    self.postMessage('Worker: ' + data);
```

```
    break;
```

```
  case 'stop':
```

```
    self.close();
```

```
    break;
```

```
  default:
```

```
    self.postMessage('Try again: ' + data.msg);
```

```
};
```

```
}, false);
```

QUESTION 4

An HTML page has a CANVAS element.

You need to draw a red rectangle on the CANVAS element dynamically. The rectangle should resemble the following graphic.



How should you build the code segment? (To answer, drag the appropriate line of code to the correct location. Each line of code 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:



```
context.fillRect(50, 50, 100, 100);
```

```
context.fillStyle = "rgb(255, 0, 0)";
```

```
var canvas = document.getElementById('mycanvas');
```

```
var canvas = document.BeginPath();
```

```
context.fillSquare(50, 50, 100, 100);
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<canvas id="mycanvas" width="300" height="300"></canvas>
```

```
<script type="text/javascript">
```

```
var context = canvas.getContext('2d');
```

```
</script>
```

```
</body>
```

```
</html>
```

Correct Answer:



```
var canvas = document.BeginPath();
```

```
context.fillSquare(50, 50, 100, 100);
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<canvas id="mycanvas" width="300" height="300"></canvas>
```

```
<script type="text/javascript">
```

```
var canvas = document.getElementById('mycanvas');
```

```
var context = canvas.getContext('2d');
```

```
context.fillStyle = "rgb(255, 0, 0)";
```

```
context.fillRect(50, 50, 100, 100);
```

```
</script>
```

```
</body>
```

```
</html>
```

QUESTION 5

You are testing the value of the following variable in JavaScript.

```
var height = "300";
```

A block of code must execute if the following conditions are true:



The height variable is set to 300

The height variable is of type string

You need to implement the code to run the test.

Which line of code should you use?

A. `if (height == 300)`

B. `if (height == "300")`

C. `if (height != "300")`

D. `if (height != 300)`

Correct Answer: B

Use `==` to test for equality. Use `"300"` to test for the string.

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