



JAVASCRIPT-DEVELOPER-I^{Q&As}

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QUESTION 1

A developer is setting up a new Node.js server with a client library that is built using events and callbacks.

The library:

Will establish a web socket connection and handle receipt of messages to the server Will be imported with require, and made available with a variable called we.

The developer also wants to add error logging if a connection fails.

Given this info, which code segment shows the correct way to set up a client with two events that listen at execution time?

A. `ws.connect (() => { console.log('connected to client\'); }).catch((error) => { console.log('ERROR\ ', error); });`

B. `ws.on('connect\ ', () => { console.log('connected to client\ '); ws.on('error\ ', (error) => { console.log('ERROR\ ', error); }); });` C. `ws.on('connect\ ', () => { console.log('connected to client\ '); }); ws.on('error\ ', (error) => { console.log('ERROR\ ', error); });`

C. `try{ ws.connect (() => { console.log('connected to client\ '); }); } catch(error) { console.log('ERROR\ ', error); }; }`

Correct Answer: C

QUESTION 2

A developer wrote the following code:

```
01 let X = object.value; 03 try { 04 handleObjectValue(X); 05 } catch (error) { 06 handleError(error); 07 }
```

The developer has a `getNextValue` function to execute after `handleObjectValue()`, but does not want to execute `getNextValue()` if an error occurs.

How can the developer change the code to ensure this behavior?

A. `03 try{ 04 handleObjectValue(x); 05 } catch(error){ 06handleError(error); 07 } then { 08 getNextValue(); 09 }`

B. `03 try{ 04 handleObjectValue(x); 05 } catch(error){ 06 handleError(error); 07 } finally { 08 getNextValue(); 10 }`

C. `03 try{ 04 handleObjectValue(x); 05 } catch(error){ 06 handleError(error); 07 } 08 getNextValue();`

D. `03 try { 04 handleObjectValue(x) 05`

Correct Answer: D

QUESTION 3

A developer is wondering whether to use, `Promise.then` or `Promise.catch`, especially when a Promise throws an error?

Which two promises are rejected?



Which 2 are correct?

- A. `Promise.reject(`cool error here\`).then(error => console.error(error));`
- B. `Promise.reject(`cool error here\`).catch(error => console.error(error));`
- C. `New Promise((resolve, reject) => (throw `cool error here\`)).catch(error => console.error(error)) ;`
- D. `New Promise(() => (throw `coolerror here\`)).then(null, error => console.error(error));`

Correct Answer: BC

QUESTION 4

A developer implements and calls the following code when an application state change occurs:

```
Const onStateChange =innerPageState) => {  
window.history.pushState(newPageState, ` `, null);  
}
```

If the back button is clicked after this method is executed, what can a developer expect?

- A. A navigate event is fired with a state property that details the previous application state.
- B. The page is navigated away from and the previous page in the browser's history is loaded.
- C. The page reloads and all Javascript is reinitialized.
- D. A popstate event is fired with a state property that details the application's last state.

Correct Answer: B

QUESTION 5

Refer to the code below:

```
01 let car1 = new promise( (_, reject) =>  
02 setTimeout(reject, 2000, "Car 1 crashed in");  
03 let car2 = new Promise(resolve => setTimeout(resolve, 1500, "Car 2  
completed"));  
04 let car3 = new Promise(resolve => setTimeout (resolve, 3000, "Car 3  
Completed"));  
05 Promise.race([car1, car2, car3])  
06 .then(value => (
```



```
07 let result = $(value) the race. `;
```

```
08 ))
```

```
09 .catch( arr => (
```

```
10 console.log("Race is cancelled.", err);
```

```
11 ));
```

What is the value of result when Promise.race executes?

A. Car 3 completed the race.

B. Car 1 crashed in the race.

C. Car 2 completed the race.

D. Race is cancelled.

Correct Answer: C

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