



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

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="158 630 309 701">
| 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"
  onchange = "notify();"
  onmouseover = "showRed();"
  onmouseout = "showBlue();" value="Click Me" style="background-color:blue; color:white;"/>
</body>
</html>
```



References: [https://www.w3schools.com/jsref/dom\\_obj\\_event.asp](https://www.w3schools.com/jsref/dom_obj_event.asp)

## QUESTION 2

### HOTSPOT

You are writing a JavaScript program for Blue Yonder Airlines. The program stores various information about the airline's flights.

The program has initialized the following variables:



```
01 var flightDestination = "Denver";  
02 var flight = 5;  
03 var roundTrip = 2489.58;  
04 var onTime = true;  
05 var id = flight + flightDestination;
```

You need to determine the data type of the code segment based on initialization and the assignment of the variables. Use the drop-down menus to select the answer choice that answers each question based on the information presented in the code segment.

NOTE: Each correct selection is worth one point.

Hot Area:



**Answer Area**

What is the data type for line 01?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 03?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 04?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 05?

	▼
Number	
String	
Boolean	
Null	
Undefined	

Correct Answer:



**Answer Area**

What is the data type for line 01?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 03?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 04?

	▼
Number	
String	
Boolean	
Null	
Undefined	

What is the data type for line 05?

	▼
Number	
String	
Boolean	
Null	
Undefined	

References: [https://www.w3schools.com/js/js\\_datatypes.asp](https://www.w3schools.com/js/js_datatypes.asp)

**QUESTION 3**

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.

Select and Place:

Elements		Answer area
10		
20	>	↑
40	<	↓
60		
80		
100		

Correct Answer:

Elements		Answer area
		100
20	>	40
	<	60
80		10

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

#### QUESTION 4

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**

- 
- 
- 
- 
- 
- 
- 



**Answer Area**

Correct Answer:

**Code Segments**

- 
- 
- 
- 
- 
- 
- 



**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 5**

**HOTSPOT**

You work as a JavaScript developer for Adventure Works. You are writing a simple script that performs the following actions: Declares and initializes an array Fills the array with 10 random integers Adds every other number starting with the first element

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.

Hot Area:

**Answer Area**

```

var numbers = 

|     |   |
|-----|---|
|     | ▼ |
| 0   |   |
| {}  |   |
| []  |   |
| ... |   |



for (var i = 0; i < 10; i++) {
  numbers.

|        |   |
|--------|---|
|        | ▼ |
| pop    |   |
| push   |   |
| sort   |   |
| splice |   |

 (Math.round(Math.abs(Math.random() * 10)));
}
var sum = 0;

for (var j = 0; j < 10; j = 

|     |   |
|-----|---|
|     | ▼ |
| j++ |   |
| j+1 |   |
| j+2 |   |
| j-- |   |

) {

  sum += 

|            |   |
|------------|---|
|            | ▼ |
| sum[j]     |   |
| numbers[j] |   |
| numbers(j) |   |
| array[j]   |   |

;
}

console.log(sum);

```

Correct Answer:



## Answer Area

```
var numbers = 

|     |
|-----|
| 0   |
| {}  |
| []  |
| ... |

  
for (var i = 0; i < 10; i++) {  
  numbers.

|        |
|--------|
| pop    |
| push   |
| sort   |
| splice |

 (Math.round(Math.abs(Math.random() * 10)));  
}  
var sum = 0;  
  
for (var j = 0; j < 10; j = 

|     |
|-----|
| j++ |
| j+1 |
| j+2 |
| j-- |

) {  
  
  sum += 

|            |
|------------|
| sum[j]     |
| numbers[j] |
| numbers(j) |
| array[j]   |

;  
}  
  
console.log(sum);
```

References: [https://www.w3schools.com/jsref/jsref\\_push.asp](https://www.w3schools.com/jsref/jsref_push.asp) [https://www.w3schools.com/js/js\\_arrays.asp](https://www.w3schools.com/js/js_arrays.asp)  
<https://stackoverflow.com/questions/9813573/how-to-perform-a-sum-of-an-int-array>

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