



**Free Questions for Javascript-Developer-I by dumpshq**

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# Question 1

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## Question Type: MultipleChoice

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Refer to the following code that performs a basic mathematical operation on a provided

input:

```
function calculate(num) {  
  
    Return (num +10) / 3;  
  
}
```

How should line 02 be written to ensure that x evaluates to 6 in the line below?

Let x = calculate (8);

### Options:

---

- A-** Return Number((num +10) /3 );
- B-** Return (Number (num +10 ) / 3);
- C-** Return Integer(num +10) /3;
- D-** Return Number(num + 10) / 3;

**Answer:**

---

B

## Question 2

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**Question Type:** MultipleChoice

---

Refer to the code below:

```
const addBy = ?
```

```
const addByEight =addBy(8);
```

```
const sum = addBYEight(50);
```

Which two functions can replace line 01 and return 58 to sum?

Choose 2 answers

**Options:**

---

**A-** const addBy = function(num1){  
return function(num2){  
return num1 + num2;

```
}
```

```
B- const addBy = function(num1){  
  return num1 + num2;  
}
```

```
C- const addBy = (num1) => num1 + num2 ;
```

```
D- const addBY = (num1) => (num2) => num1 + num2;
```

**Answer:**

---

A, D

## Question 3

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**Question Type:** MultipleChoice

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Which javascript methods can be used to serialize an object into a string and deserialize a JSON string into an object, respectively?

**Options:**

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- A- JSON.stringify and JSON.parse
- B- JSON.serialize and JSON.deserialize
- C- JSON.encode and JSON.decode
- D- JSON.parse and JSON.deserialize

**Answer:**

---

A

## Question 4

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**Question Type:** MultipleChoice

---

The developer wants to test this code:

```
Const toNumber =(strOrNum) => strOrNum;
```

Which two tests are most accurate for this code?

Choose 2 answers

**Options:**

---

**A-** `console.assert(toNumber('2') === 2);`

**B-** `console.assert(Number.isNaN(toNumber()));`

**C-** `console.assert(toNumber('-3') < 0);`

**D-** `console.assert(toNumber () === NaN);`

**Answer:**

---

A, C

## Question 5

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**Question Type:** MultipleChoice

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Refer to the following code:

```
01 class Ship {
02   constructor(size) {
03     this.size = size;
04   }
05 }
06
07 class FishingBoat extends Ship {
08   constructor(size, capacity){
09     //Missing code
10     this.capacity = capacity;
11   }
12   displayCapacity() {
13     console.log('The boat has a capacity of ${this.capacity} people.');
```

Which statement should be added to line 09 for the code to display. The boat has a capacity of 10 people?

### Options:

---

- A- super.size = size;
- B- ship.size size;
- C- super (size);
- D- this.size = size;

### Answer:

---

D

## Question 6

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**Question Type:** MultipleChoice

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A developer wants to use a module named universalContainersLib and then call functions from it.

How should a developer import every function from the module and then call the functions foo and bar?

### Options:

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**A-** `import * from '/path/universalContainersLib.js';universalContainersLib. foo ()7universalContainersLib.bar ();`

**B-** `import {foo,bar} from '/path/universalCcontainersLib.js';foo():bar()?`

**C-** `import all from '/path/universalContainersLib.js';universalContainersLib.foo();universalContainersLib.bar ();`

**D-** `import * as lib from '/path/universalContainersLib.js';lib.foo();lib. bar ();`

### Answer:

---

D



## Question 7

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**Question Type:** MultipleChoice

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A developer wants to define a function log to be used a few times on a single-file JavaScript script.

01 // Line 1 replacement

02 console.log("LOG:", logInput);

03 }

Which two options can correctly replaceline 01 and declare the function for use?

Choose 2 answers

### Options:

---

**A-** function leg(logInput) {

**B-** const log(loginInput) {

**C-** const log = (logInput) => {

**D-** function log = (logInput) {

**Answer:**

---

A, C

## Question 8

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**Question Type:** MultipleChoice

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Refer to the expression below:

Let  $x = ('1' + 2) == (6 * 2);$

How should this expression be modified to ensure that evaluates to false?

**Options:**

---

**A-** Let  $x = ('1' + '2') == (6 * 2);$

**B-** Let  $x = ('1' + 2) == (6 * 2);$

**C-** Let  $x = (1 + 2) == ('6' / 2);$

**D-** Let  $x = (1 + 2) == (6 / 2);$

**Answer:**

---

B

## Question 9

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**Question Type:** MultipleChoice

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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?

### **Options:**

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- 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.

**Answer:**

---

B

## Question 10

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**Question Type:** MultipleChoice

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Refer to code below:

```
console.log(0);
```

```
setTimeout(() => (
```

```
console.log(1);
```

```
});
```

```
console.log(2);
```

```
setTimeout(() => {
```

```
console.log(3);
```

```
), 0);
```

```
console.log(4);
```

In which sequence will the numbers be logged?

**Options:**

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**A-** 01234

**B-** 02431

**C-** 02413

**D-** 13024

**Answer:**

---

B

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