



70-480^{Q&As}

Programming in HTML5 with JavaScript and CSS3

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QUESTION 1

NOTE: This question is a part of series of questions that presents the same scenario. Each question in the series contains unique solution that might meet the started goals. Some questions sets might have more than one correct solution,

while others might not have a correct solution.

After you answer a question in this section. you will not be able to return to it. As a result, these questions will not appear in the review screen.

You have the following HTML5 and CSS3 markup within a webpage.

```
<nav id="mainmenu" class="page-nav">
  <div id="navlist" class="container">
    <a href="index.html">Home</a>
    <a href="register.html">Register</a>
  </div>
</nav>
```

You need to set the background color of the Home link to yellow. The solution can affect the color of the other elements.
Solution: You use the following style:

```
<style>
  .navlist{
    background-color: yellow;
  }
</style>
```

Does this meet the goal?

- A. Yes
- B. No

Correct Answer: B

Reference: https://www.w3schools.com/css/css_background.asp



QUESTION 2

An HTML page contains no embedded JavaScript or CSS code. The body of the page contains only the following line of code.

test

A CSS style sheet must be applied dynamically. The style must visibly change the appearance of the paragraph on the page.

You need to apply a style the paragraph.

Which line of code should you use?

- A. `document.getElementById("test").style.border = "0";`
- B. `document.getElementById("test").style.position = "static";`
- C. `document.getElementById ("test").style.padding = "15px";`
- D. `document.getElementById("test").style.top = "5px";`

Correct Answer: C

QUESTION 3

You are creating a custom object as described by the following code. Line numbers are included for reference only.

```
01  function square(side) {  
02      this.side = side;  
03      this.perimeter = perimeter;  
04  }  
05
```

You need to implement the perimeter method. Which code segment should you insert at line 05?

- A. `function perimeter () {return 4 * side;}`
- B. `function perimeter () {return 4 * this.side;}`
- C. `function perimeter () {return 4 * me.side;}`
- D. `function perimeter (obj) {return 4 * obj.side;}`

Correct Answer: B

<http://creative-coding.decontextualize.com/objects-with-methods/>

QUESTION 4



You implement a callback function by using JavaScript.

You need to process the returned XML data.

How should you complete the relevant code? (To answer, select the appropriate option from each drop-down list in the answer area.)

```
<script>
function getStatus(url, callback) {
    var httpRequest = new XMLHttpRequest();
    httpRequest.onreadystatechange = function () {
        if (httpRequest.readyState === 4
            && httpRequest.status === 200) {
            
        }
    };
    httpRequest.open('GET', url);
    httpRequest.send();
}

function start(url) {
    getStatus(url, function () {
        
    });
}
</script>
```

Hot Area:



```
<script>
function getStatus(url, callback) {
    var httpRequest = new XMLHttpRequest();
    httpRequest.onreadystatechange = function () {
        if (httpRequest.readyState === 4
            && httpRequest.status === 200) {
            callback.call(httpRequest);
            httpRequest.setRequestHeader();
            callback.call(httpRequest.responseXML);
            callback = httpRequest.getResponseHeader();
        }
    };
    httpRequest.open('GET', url);
    httpRequest.send();
}

function start(url) {
    getStatus(url, function () {
        processResults(this);
        processResults(url.callback);
        processResults(this.XMLHttpRequest());
        processResults(url.callback.responseXML);
    });
}
</script>
```

```
callback.call(httpRequest);
httpRequest.setRequestHeader();
callback.call(httpRequest.responseXML);
callback = httpRequest.getResponseHeader();
```

```
processResults(this);
processResults(url.callback);
processResults(this.XMLHttpRequest());
processResults(url.callback.responseXML);
```

Correct Answer:



```

<script>
function getStatus(url, callback) {
    var httpRequest = new XMLHttpRequest();
    httpRequest.onreadystatechange = function () {
        if (httpRequest.readyState === 4
            && httpRequest.status === 200) {
            callback.call(httpRequest);
            httpRequest.setRequestHeader();
            callback.call(httpRequest.responseXML);
            callback = httpRequest.getResponseHeader();
        }
    };
    httpRequest.open('GET', url);
    httpRequest.send();
}

function start(url) {
    getStatus(url, function () {
        processResults(this);
        processResults(url.callback);
        processResults(this.XMLHttpRequest());
        processResults(url.callback.responseXML);
    });
}
</script>

```

* Example:

```

httpRequest.onreadystatechange = function() {

// inline function to check the status

// of our request

// this is called on every state change

if (httpRequest.readyState === 4 andand

httpRequest.status === 200) {

callback.call(httpRequest.responseXML);

// call the callback function

}

};

```



```
// call the function  
some_function2("text.xml", function() {  
  console.log(this);  
});
```

Reference: <http://javascriptissexy.com/understand-javascript-callback-functions-and-use-them/>

QUESTION 5

You are creating a function by using JavaScript. The function accepts an object as the parameter and returns a string that identifies the data type of the object. You have the following requirements:

The function must return "Number" if the object is a number

The function must return "String" if the object is a string

The function must return "Unknown" if the object is neither a number nor a string You need to implement the function to meet the requirements. How should you build the code segment? (To answer, drag the appropriate word to the correct location in the code segment. Each word 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:

The screenshot shows a code editor interface. On the left, there is a word bank with four buttons: "default", "switch", "break", and "case". On the right, there is a code segment for a function named "GetObjectType". The code is as follows:

```
function GetObjectType(obj) {  
  [ ] (obj.constructor) {  
    [ ] Number:  
      return "Number";  
    [ ] :  
    [ ] String:  
      return "String";  
    [ ] ;  
    [ ] :  
      return "Unknown";  
  }  
}
```

A large watermark "www.lead4pass.com" is overlaid diagonally across the code.

Correct Answer:



```
function GetObjectType(obj) {  
    switch (obj.constructor) {  
        case Number:  
            return "Number";  
        break ;  
        case String:  
            return "String";  
        break ;  
        default :  
            return "Unknown";  
    }  
}
```

* Use the switch statement to select one of many blocks of code to be executed.

Syntax

```
switch(expression) {
```

```
case n:
```

```
code block
```

```
break;
```

```
case n:
```

```
code block
```

```
break;
```

```
default:
```

```
default code block
```

```
}
```

This is how it works:

The switch expression is evaluated once.

The value of the expression is compared with the values of each case.



If there is a match, the associated block of code is executed.

* Object.prototype.constructor

Returns a reference to the Object function that created the instance's prototype. Note that the value of this property is a reference to the function itself, not a string containing the function's name. The value is only read-only for primitive values

such as 1, true and "test".

* Description

All objects inherit a constructor property from their prototype:

```
var o = {};
```

```
o.constructor === Object; // true
```

```
var a = [];
```

```
a.constructor === Array; // true
```

```
var n = new Number(3);
```

```
n.constructor === Number; // true
```

* The constructor property is created together with the function as a single property of func.prototype.

References:

https://www.w3schools.com/js/js_switch.asp

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/constructor

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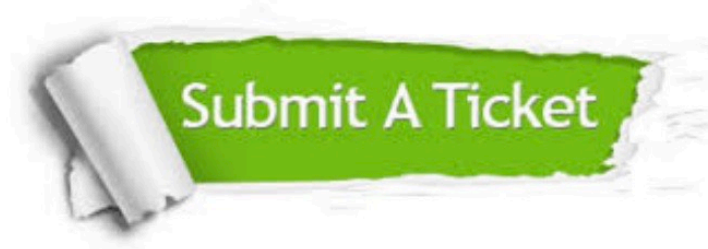
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