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Salesforce Certified JavaScript Developer I Exam Sample Questions (Q118-Q123):

NEW QUESTION # 118

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

Answer: C

NEW QUESTION # 119

Refer to the code below:

Line 05 causes an error.

What are the values of greeting and salutation once code completes?

- A. Greeting is Hello and salutation is I say hello.
- B. Greeting is Goodbye and salutation is Hello, Hello.
- C. Greeting is Goodbye and salutation is I say Hello.
- D. Greeting is Hello and salutation is Hello, Hello.

Answer: D

NEW QUESTION # 120

Refer to the code below:

```
for(let number =2 ; number <= 5 ; number += 1 ) {  
  // insert code statement here  
}
```

The developer needs to insert a code statement in the location shown. The code statement has these requirements:

1. Does require an import
2. Logs an error when the boolean statement evaluates to false
3. Works in both the browser and Node.js

Which meet the requirements?

- A. console.error(number % 2 === 0);
- B. assert (number % 2 === 0);
- C. console.debug(number % 2 === 0);
- D. console.assert(number % 2 === 0);

Answer: A

NEW QUESTION # 121

Refer to the following object:

```
const cat = {
  firstName: 'Fancy',
  lastName: ' Whiskers',
  get fullName() {
    return this.firstName + ' ' + this.lastName;
  }
};
```

How can a developer access the `fullName` property for `cat`?

- A. `cat.fullName`
- B. `cat.function.fullName()`
- C. `cat.get.fullName`
- D. `cat.fullName()`

Answer: A

NEW QUESTION # 122

Given the code below:

```
01 function GameConsole (name) {
02   this.name = name;
03 }
04
05 GameConsole.prototype.load = function(gamenname) {
06   console.log(` ${this.name} is loading a game : ${gamenname} ...`);
07 }
08 function Console 16 Bit (name) {
09   GameConsole.call(this, name);
10 }
11 Console16bit.prototype = Object.create ( GameConsole.prototype );
12 //insert code here
13 console.log(` ${this.name} is loading a cartridge game : ${gamenname} ...`);
14 }
15 const console16bit = new Console16bit(' SNEGeneziz ');
16 console16bit.load(' Super Monic 3x Force ');
```

What should a developer insert at line 15 to output the following message using the method ?

> SNEGeneziz is loading a cartridge game: Super Monic 3x Force . . .

- A. `Console16bit.prototype.load = function(gamenname) {`
- B. `Console16bit.prototype.load(gamenname) = function() {`
- C. `Console16bit.prototype.load(gamenname) {`
- D. `Console16bit = Object.create(GameConsole.prototype).load = function (gamenname) {`

Answer: A

NEW QUESTION # 123

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