

# Valid Salesforce JavaScript-Developer-I Exam Papers - JavaScript-Developer-I Exam Syllabus

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## Salesforce Certified JavaScript Developer I Exam Practice Test

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### Question 1

Given the following code:

```
01 let x = null;  
02 console.log(typeof x);
```

What is the output of line 02?

A ☐ 'null'  
B ☐ 'x-'  
C ☐ 'undefined' 0  
D ☐ 'object'

[Reveal Answer](#) [Next Question](#)

### Question 2

Given the following code:

```
let x = null;  
console.log(typeof x);
```

What is the output?

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
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## Salesforce Certified JavaScript Developer I Exam Sample Questions (Q207-Q212):

### NEW QUESTION # 207

Refer to the code below:

```
01 let timedFunction = () => {  
02   console.log('Timer called.');
```



```
03 };  
04  
05 let timerId = setTimeout(timedFunction, 1000);
```

Which statement allows a developer to cancel the scheduled timed function?


- A. ClearTimeout (timeFunction);
- B. ClearTimeout (timerId) ;
- C. removeTimeout (timerId) ;
- D. removeTimeout (timeFunction) ;

Answer: D

### NEW QUESTION # 208

A developer wrote the following code:

```
01 let x = getObjectValue;  
02  
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 getNextValues ( ) If an error occurs.

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

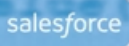
A)

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



B)

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



C)

```

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

```

- A. Option D
- B. Option A
- C. Option B
- D. Option C

Answer: A

### NEW QUESTION # 209

Which code statement below correctly persists an objects in local Storage ?

- A. `const setLocalStorage = (storageKey, jsObject) => {  
 window.localStorage.persist(storageKey, jsObject);  
}`
- B. `const setLocalStorage = ( jsObject) => {  
 window.localStorage.connectObject(jsObject);  
}`
- C. `const setLocalStorage = (storageKey, jsObject) => {  
 window.localStorage.setItem(storageKey, JSON.stringify(jsObject));  
}`
- D. `const setLocalStorage = ( jsObject) => {  
 window.localStorage.setItem(jsObject);  
}`

Answer: C

Explanation:

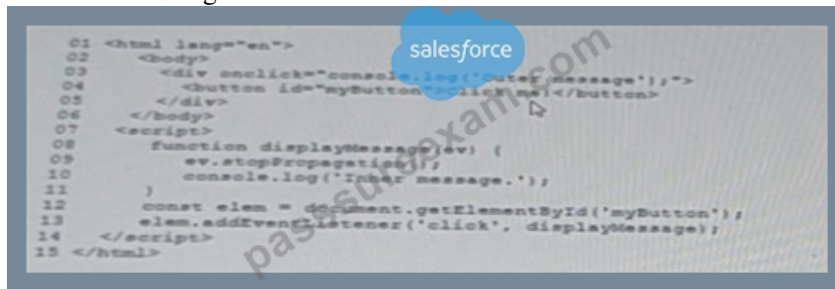
```

const setLocalStorage = (storageKey, jsObject) => {
    window.localStorage.setItem(storageKey, JSON.stringify(jsObject));
}
undefined
localStorage
Storage {schedulerFrame-f: "1", schedulerFrame-v: "1", docsOfflineIf
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y"}", kx-e-f: "1", -}]
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docsOfflineIframeApi-f: "1"
docsOfflineIframeApi-n: 1
docsOfflineIframeApi-v: 1
google-upload-stats: "{}"
kx-e-f: 1
kx-e-n: "1"
kx-e-v: "1"
length: 12
schedulerFrame-f: "1"
schedulerFrame-n: "1"
schedulerFrame-v: "1"
__proto__: Storage

```

### NEW QUESTION # 210

Refer to the following code:



```
01 <html lang="en">
02 <body>
03   <div onclick="console.log('Outer message');">
04     <button id="myButton" onclick="displayMessage()">Click me</button>
05   </div>
06 </body>
07 <script>
08   function displayMessage(ev) {
09     ev.stopPropagation();
10     console.log('Inner message. ');
11   }
12   const elem = document.getElementById('myButton');
13   elem.addEventListener('click', displayMessage);
14 </script>
15 </html>
```

What will the console when the button is clicked?

- A. Outer message
- **B. Outer message**
- C. Inner message
- D. Inner message

**Answer: B**

### NEW QUESTION # 211

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

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

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

**Answer: D**

### NEW QUESTION # 212

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