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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'
- D 'object'

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

Question 2

Given the following code:

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

What is the output?

Chat now



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Salesforce JavaScript-Developer-I Certification Exam is designed for developers who have experience in using JavaScript to customize Salesforce applications. Salesforce Certified JavaScript Developer I Exam certification validates a developer's understanding of the core concepts of JavaScript, as well as their ability to apply these concepts to customize Salesforce applications. Salesforce Certified JavaScript Developer I Exam certification exam is ideal for those who have experience in building custom applications on the Salesforce platform and are looking to validate their skills and knowledge.

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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 enabled.');
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 = object.value;
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 getMaxValue();

```

- 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
rameApi-n: "1", PeopleStackExperiments:[["[\"[322251917]\",\"[34]\",
\"1\"],\"03457637324820102062\""], {"keyPath": "[\"[\\\"[322251917]\",
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"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" type="button"></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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