

INF-306考試大綱 & INF-306認證資料



VCESoft是一個專門為IT認證考試人員提供培訓工具的專業網站，也是一個能幫你通過INF-306考試很好的選擇。VCESoft會為INF-306考試提供一些相關的考試材料，來為你們這些IT專業人士提供鞏固學習的機會。VCESoft會為參加INF-306認證考試的人員提供一切最新的他們想要的準確的考試練習題和答案。

在談到INF-306考試認證，很難忽視的是可靠性，VCESoft的INF-306考試培訓資料是特別設計，以最大限度的提高你的工作效率，本站在全球範圍內執行這項考試通過率最大化。

>> INF-306考試大綱 <<

INF-306認證資料 & INF-306考試備考經驗

我們VCESoft IT Specialist的INF-306的考試考古題是經過實踐檢驗的，我們可以提供基於廣泛的研究和現實世界的經驗，我們VCESoft擁有超過計畫0年的IT認證經驗，INF-306考試培訓，包括問題和答案。在互聯網上，你可以找到各種培訓工具，準備自己的INF-306考試認證，VCESoft的INF-306考試試題及答案是最好的培訓資料，我們提供了最全面的驗證問題及答案，讓你得到一年的免費更新期。

最新的 Information Technology Specialist INF-306 免費考試真題 (Q13-Q18):

問題 #13

Which two code segments declare a JavaScript method? Choose 2.

- A. `Score: function() { ... }`
- B. `var a = Score();`
- C. `this.Score = function() { ... }`
- D. `var funct = (a);`

答案: A,C

解題說明:

The correct selections are B and C because both define a function as a member of an object context, which is the essential JavaScript pattern for declaring a method. MDN defines a method as a function that is a property of an object. It also shows that a function expression can be assigned to a variable or property and then invoked later. In option B, `Score: function() { ... }` represents an object-literal method property. This pattern is commonly used when defining custom objects, prototypes, configuration objects, or class-like structures in JavaScript. In option C, `this.Score = function() { ... }` assigns a function to the current object instance, creating an instance method that can be called through that object. Option A does not declare a method; as written, it is only an invalid or incomplete variable assignment and does not use the function keyword or method syntax.

Option D invokes `Score()` and assigns its return value to `a`; it calls a function rather than declaring a method.

References/topics: JavaScript custom classes, object members, function expressions, object-literal methods, instance methods.

問題 #14

You are creating a form that requires the category to be entered as a two- or three-letter abbreviation. The input is mandatory. You need to configure the input validation for the form. Complete the markup by typing into the boxes. Note: You will receive partial credit for each correct answer.

```
<label for="category">Category ID:</label>  
<input type="text" id="category" name="category" minlength="2" maxlength="3" required="" />
```

答案:

解題說明:

minlength , maxlength , required

Explanation:

First box: minlength

Second box: maxlength

Third box: required

The correct validation attributes are minlength, maxlength, and required. The input must accept a category abbreviation that is either two or three characters long. The minlength=" 2 " attribute enforces the lower boundary by preventing submission when the entered text contains fewer than two characters. The maxlength=" 3 " attribute enforces the upper boundary by preventing the user from entering more than three characters into the field. Since the question states that the input is mandatory, the required attribute must also be included. required is a Boolean validation attribute, so it does not need a value; its presence alone makes the field required before the form can be submitted. Together, these attributes configure basic HTML5 constraint validation directly in markup without requiring JavaScript. The completed input therefore requires a value, rejects values shorter than two characters, and limits the value to no more than three characters.

References/topics: HTML5 form validation, minlength, maxlength, required, text input constraints, mandatory form fields.

問題 #15

You need to correctly apply a style rule for screen devices with a width of 480 pixels or less. Complete the code by selecting the correct option from the drop-down list.



The image shows a code editor with a CSS media query rule: `@media screen display and (width: 480px) {`. To the right is a dropdown menu titled "Options for the code segment." with four choices:

- `@media screen display and (width: 480px) {` (highlighted)
- `@media screen and (width: 480px) {`
- `@media screen and (max-width: 480px) {`
- `@media screen-width: 480px {`

答案:

解題說明:

```

@media screen display and (width: 480px) {
}
@media screen and (width: 480px) {
}
@media screen and (max-width: 480px) {
}
@media screen-width: 480px {
}

```

Options for the code segment.



Explanation:

```

@media screen and (max-width: 480px) {
/* style rules go here */
}

```

The correct media query is `@media screen and (max-width: 480px) {`. The requirement says the style rule must apply to screen devices with a width of 480 pixels or less. In CSS media queries, screen identifies the media type, and `(max-width: 480px)` defines the upper viewport-width limit. This means the enclosed CSS rules apply when the viewport is 480 pixels wide or any smaller value, which is the standard mobile breakpoint behavior. `@media screen and (width: 480px)` is incorrect because it applies only when the viewport is exactly 480 pixels wide, not below it. `@media screen display and (width: 480px)` is invalid syntax because display is not used that way in a media query. `@media screen-width: 480px` is also invalid because it does not follow the required `@media media-type and (feature: value)` pattern. References/topics: responsive design, CSS media queries, @media, screen media type, max-width, mobile breakpoint styling.

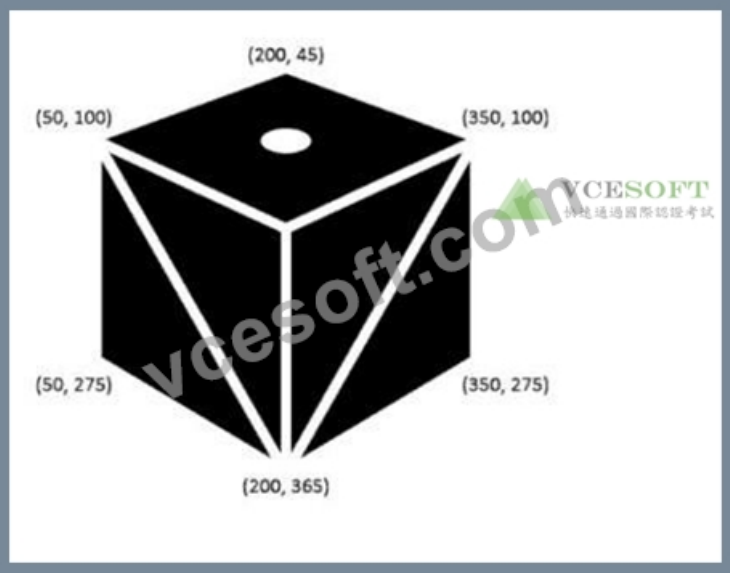
問題 #16

The logo shown is displayed on a web page as an SVG.

Note: The coordinate values are labeled for reference.

Evaluate the image on the left and complete the markup by selecting the correct option from each drop-down list.

Note: You will receive partial credit for each correct selection.



```

<svg height="300" width="300">
  <path d="M200,45 L50,100 L350,100 L200,365 L50,275 L350,275 L200,45" style="stroke-width:2px; stroke:#000; fill:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
  <path d="M50,100 L350,100 L350,275 L50,275" style="stroke-width:2px; stroke:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
  <path d="M200,45 L200,365" style="stroke-width:2px; stroke:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
  <path d="M50,100 L50,275" style="stroke-width:2px; stroke:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
  <path d="M350,100 L350,275" style="stroke-width:2px; stroke:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
  <circle cx="200" cy="100" r="10" style="stroke-width:2px; stroke:#fff; stroke-linecap:round; stroke-linejoin:round;"/>
</svg>

```

答案:

解題說明:

Answer Area



Explanation:

Drop-down location

Correct selection

Element before `cx="200" cy="100" rx="20" ry="10"`

ellipse

Element before `x1="200" y1="365" x2="50" y2="100"`

line

Element before `x1="200" y1="365"` on the final SVG shape

line

Coordinate option for the final **line**

`x2="350" y2="100"`

The SVG image is built from three filled polygon faces, one white ellipse, and two white diagonal line segments. The three `< polygon >` elements define the black cube faces by connecting multiple coordinate points. The small white oval on the top face must be an `< ellipse >` because the markup uses `cx`, `cy`, `rx`, and `ry`; these attributes define an ellipse center point and horizontal/vertical radii. The diagonal marks on the left and right faces are straight segments, so they must use the SVG `< line >` element. A line is defined with starting coordinates `x1`, `y1` and ending coordinates `x2`, `y2`. The first diagonal runs from the bottom point (200,365) to the upper-left point (50,100). The second diagonal must mirror it on the right side, so it starts at (200,365) and ends at (350,100). Therefore, the final coordinate selection is `x2="350" y2="100"`. References/topics:

SVG shapes, `< polygon >`, `< ellipse >`, `< line >`, coordinate-based vector drawing, SVG markup construction.

問題 #17

Move the appropriate attributes from the list on the left to the correct descriptions on the right. You may use each attribute once, more than once, or not at all.

Note: You will receive partial credit for each correct match.

Attributes	Descriptions
maxlength	Provides a way to set a regular expression that the value must match
multiple	Provides a way to set default text that displays until focus is placed in an element
pattern	Provides a way to set form elements as mandatory
placeholder	Provides a way to allow more than one file or email address in a single input
required	

答案:

解題說明:



Explanation:

pattern # Provides a way to set a regular expression that the value must match placeholder # Provides a way to set default text that displays until focus is placed in an element required # Provides a way to set form elements as mandatory multiple # Provides a way to allow more than one file or email address in a single input The correct matches are based on standard HTML5 form validation and input-attribute behavior. The pattern attribute defines a regular expression that the input value must satisfy before the form can be submitted successfully. It is commonly used for structured values such as phone numbers, codes, postal formats, or custom identifiers. The placeholder attribute supplies short hint text inside an input field, helping the user understand the expected value before entering data. The required attribute makes a form control mandatory; if the field is empty, constraint validation prevents successful submission. The multiple attribute allows a single input to accept more than one value, specifically for controls such as input type=" file " and input type=" email ", where users may upload multiple files or enter multiple email addresses. The maxlength attribute is not used in these matches because it limits the maximum number of characters that can be entered, but none of the listed descriptions asks for character-length restriction. References/topics: HTML5 form attributes, constraint validation, pattern, placeholder, required, multiple, input validation.

問題 #18

.....

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INF-306認證資料: <https://www.vcesoft.com/INF-306-pdf.html>

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