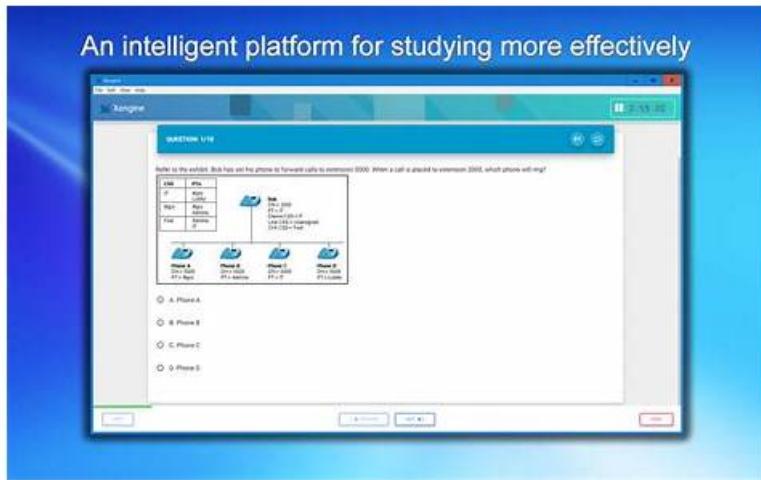


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WGU Web-Development-Applications Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Creating Adaptive Web Documents and Pages: This section of the exam measures skills of Front-End Designers and covers the techniques needed to make websites display correctly across traditional desktops and mobile devices. It emphasizes adaptive page layout, flexible formatting, and user-friendly presentation so that content remains readable and functional on screens of different sizes. Candidates are expected to show an understanding of how to create consistent designs that respond smoothly to device changes.
Topic 2	<ul style="list-style-type: none">HTML5, CSS3, and JavaScript Foundations: This section of the exam measures skills of Web Developers and covers the essential ability to manually code using HTML5, CSS3, and JavaScript to create structured, visually styled, and interactive web content. It focuses on building accurate page layouts, applying modern styling rules, and writing basic scripts that support user interaction. The aim is to ensure candidates can construct professional web documents using current standards and properly integrate all three technologies.
Topic 3	<ul style="list-style-type: none">Responsive Web Design (RWD) for Browsers and Apps: This section of the exam measures skills of Front-End Designers and covers concepts related to mobile-first layout planning, responsive frameworks, and techniques used to ensure compatibility with modern browsers and applications. Candidates must demonstrate how to adjust elements for better usability on mobile devices and apply responsive strategies that allow a single design to function seamlessly across various environments.

Topic 4	<ul style="list-style-type: none"> Validation, Testing, and Form Development: This section of the exam measures skills of Web Developers and covers the ability to validate code, test web pages for accuracy, and build form components. It includes understanding how to detect errors, ensure compliance with standards, and implement form fields with inline validation to improve user experience. The focus is on creating forms that work reliably, meet usability expectations, and maintain proper data entry flow.
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WGU Web Development Applications Sample Questions (Q49-Q54):

NEW QUESTION # 49

Given the following code:



What is the value of the variable data when the code runs?

- A. A single-character string
- B. Null
- C. Undefined
- D. An empty string

Answer: D

Explanation:

In JavaScript, assigning an empty pair of quotes to a variable creates an empty string.

* Variable Assignment:

* Given the code:

`var data = "";`

* The variable data is assigned an empty string.

* Explanation:

* Option A: Null is incorrect because the variable is assigned an empty string, not null.

* Option B: A single-character string is incorrect because the string is empty.

* Option C: Undefined is incorrect because the variable is assigned a value, even though it is an empty string.

* Option D: An empty string is correct because "" represents an empty string.

:

MDN Web Docs - String

W3Schools - JavaScript Strings

NEW QUESTION # 50

Which programming paradigm best describes JavaScript?

- A. Object-oriented

- B. Function-driven
- C. Event-driven
- D. Object-based

Answer: D

Explanation:

JavaScript is often described as an object-based language, meaning it is centered around objects. While it supports object-oriented programming (OOP) concepts, it is more accurate to describe it as object-based due to its prototypal inheritance model rather than classical inheritance.

* Object-Based: JavaScript is built around objects and supports the creation and manipulation of objects.

* Object-Oriented Features: JavaScript supports OOP principles like encapsulation, inheritance, and polymorphism, but through prototype chains rather than class-based inheritance.

* Functional and Event-Driven: JavaScript supports functional programming and is often used in an event-driven manner, particularly in the context of web browsers.

References:

* MDN Web Docs on JavaScript Object Model

* W3C JavaScript Overview

NEW QUESTION # 51

Which CSS transformation method should a developer use to reposition an element horizontally on the 2-D plane?

- A. Skewx(angle)
- B. Scale(x,y)
- C. TranslateX(n)
- D. ScaleX(n)

Answer: C

Explanation:

The `translateX(n)` method in CSS is used to move an element horizontally on the 2-D plane by a specified distance. This transformation repositions the element along the X-axis.

* `translateX(n)` Method: The `translateX(n)` function moves an element horizontally by `n` units. Positive values move the element to the right, while negative values move it to the left.

* Usage Example:

```
element {
  transform: translateX(100px);
}
```

In this example, the element is moved 100 pixels to the right.

* Properties:

* `n`: This represents the distance to move the element. It can be specified in various units such as pixels (px), percentages (%), ems (em), etc.

:

MDN Web Docs on transform

W3C CSS Transforms Module Level 1

NEW QUESTION # 52

A web developer need to ensure that a message appears if the user's browser does not support the audio files on a web page. How should this designer code the audio element?

- A.

```
<audio alt="No mpeg support.">
  <source src="audio/song.m3u" type="audio/mpeg" />
</audio>  Testking IT
```
- B.

```
<audio>
  <source src="audio/song.m3u" type="audio/mpeg" />
  No mpeg support.
</audio>
```
- C.

```
<audio>
  <source src="audio/song.mp3" type="audio/mpeg" alt="No mpeg support." />
</audio>
```



- D.

Answer: B

Explanation:

To ensure that a message appears if the user's browser does not support the audio files on a web page, the developer should use the <audio> element correctly. The <audio> element supports fallback content, which is displayed if the browser does not support the specified audio formats.

* Correct Usage:

* Fallback Content: Place the message as fallback content inside the <audio> element. Browsers that do not support the audio format will display this message.

* Example:

```
<audio>
<source src="audio/song.mp3" type="audio/mpeg" />
```

No mpeg support.

```
</audio>
```

* Explanation of Options:

* Option A: Incorrect. The alt attribute is not valid for the <source> element.

* Option B: Incorrect. The alt attribute is not valid for the <audio> element.

* Option C: Incorrect. The alt attribute is used incorrectly in the <audio> element.

* Option D: Correct. The message "No mpeg support." is placed correctly as fallback content inside the <audio> element.

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W3C HTML5 Specification - The audio element

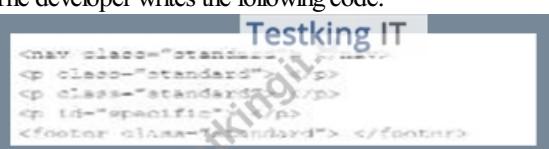
MDN Web Docs - <audio>

Using the fallback content inside the <audio> element ensures that users with unsupported browsers receive a meaningful message, improving the overall user experience.

NEW QUESTION # 53

A developer needs to apply a red font color to the navigation, footer, and the first two of three paragraphs on a website.

The developer writes the following code:



Which CSS achieves this developer's goal?

- A. Margin
- B. Padding
- C. border
- D. Content

Answer: D

Explanation:

To apply a red font color to the navigation, footer, and the first two of three paragraphs on a website, the correct CSS would use the content attribute to achieve the desired styling. However, the term "content" isn't correct in the given context. The appropriate answer involves directly specifying styles for these elements using CSS selectors.

Here's the correct CSS:

```
nav, footer, p.standard:nth-of-type(1), p.standard:nth-of-type(2) {
color: red;
}
```

Explanation:

* CSS Selectors: The selectors nav, footer, p.standard:nth-of-type(1), and p.standard:nth-of-type(2) are used to target the specific elements. The nth-of-type pseudo-class is used to select the first and second paragraphs.

* Applying Styles: The color: red; style rule sets the text color to red for the specified elements.

:

MDN Web Docs on CSS Selectors

W3C CSS Specification on Selectors

NEW QUESTION # 54

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