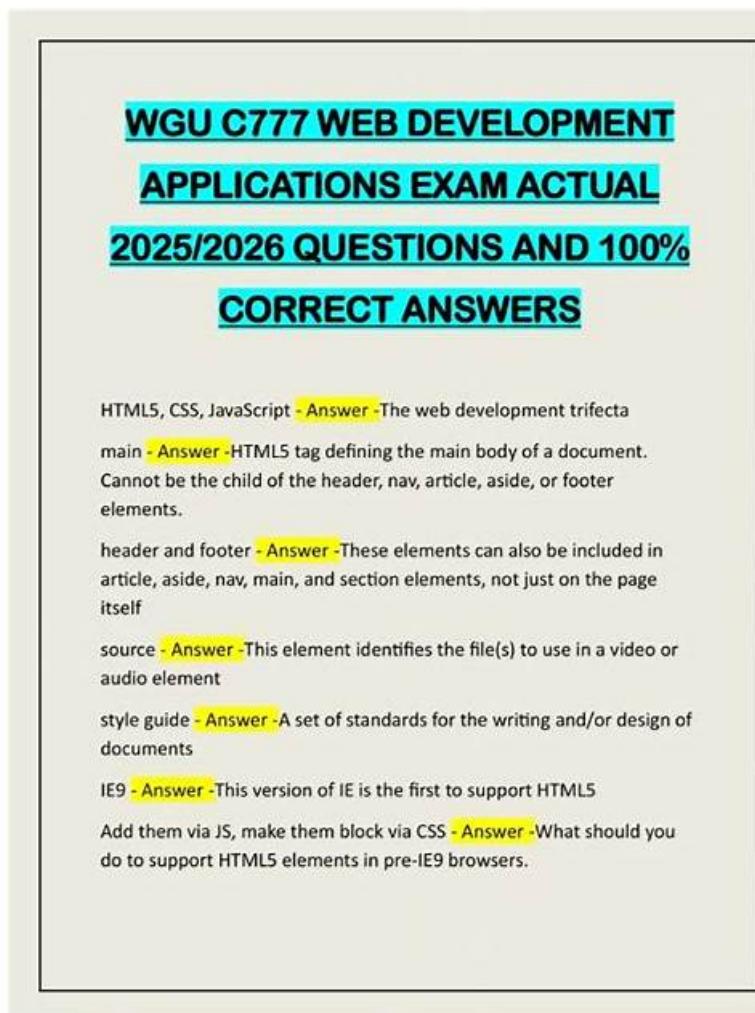


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WGU Web-Development-Applications Exam Syllabus Topics:

Topic	Details

Topic 1	<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 2	<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 3	<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.
Topic 4	<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.

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WGU Web Development Applications Sample Questions (Q62-Q67):

NEW QUESTION # 62

Which code segment creates a slider field that accepts a numeric value ranging from 1 through 10?

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

Answer: A

Explanation:

To create a slider field that accepts a numeric value ranging from 1 through 10, the input element with type="range" should be used. The min and max attributes define the range of acceptable values.

* HTML Input Type range:

* Purpose: The range type is used for input fields that should contain a value from a specified range.

* Attributes:

* `type="range"`: Specifies that the input field should be a slider.
 * `min="1"`: Sets the minimum acceptable value.
 * `max="10"`: Sets the maximum acceptable value.
 * Example:
 * Given the HTML:
`<input type="range" name="sat-level" min="1" max="10">`
 * Options Analysis:
 * Option A:
`<input type="number" name="sat-level" max="10">`
 * This creates a numeric input field, not a slider.
 * Option B:
`<input type="range" name="sat-level" min="1" max="10">`
 * This is the correct option that creates a slider field with the specified range.
 * Option C:
`<input type="number" name="sat-level" min="1" max="10">`
 * This creates a numeric input field, not a slider.
 * Option D:
`<input type="range" name="sat-level" max="10">`
 * This creates a slider but lacks the `min` attribute, so it doesn't fully meet the requirement.
 * References:
 * MDN Web Docs - `<input type="range">`
 * W3Schools - HTML Input Range

By using the correct attributes, the slider field will allow users to select a value between 1 and 10.

NEW QUESTION # 63

Which HTML5 input type allows users to enter a value from 1 to 100 using a slider control?

- A. search
- B. text
- C. range
- D. number

Answer: C

Explanation:

> 'The `input` type `'range'` displays a slider control for selecting numeric values within a specified range.'

>

> Example:

```
```html
<input type="range" min="1" max="100">
```
```

* `'number'` allows numeric input via keyboard, but not a slider.

* `'text'` and `'search'` are for string input.

References:

* MDN Web Docs: `<input type="range">`
 * HTML Living Standard: Forms Module

Which markup renders a drop-down calendar for selecting dates in most browsers?

Q `<input class="date"> 0 <input type="*,date"> Q <input name="date"> 0 <input id="date">` Here are the corrected and fully formatted answers for Questions 54 through 57, using your requested structure:

NEW QUESTION # 64

Which code segment contains a conditional expression?

- A.
- B.
- C.

- D. □

Answer: C

Explanation:

A conditional expression in JavaScript is an expression that evaluates to a boolean value and controls the execution flow based on its result. The conditional (ternary) operator ? : is used for conditional expressions.

* Example Analysis:

* Option A:

```
var result = dataCount;
```

* This is a simple assignment, not a conditional expression.

* Option B:

```
var result = count++ > 10;
```

* This is a comparison but not a complete conditional expression.

* Option C:

```
var result = dataCount++ * 1000 == 3000000;
```

* This is an arithmetic operation followed by a comparison but not a complete conditional expression.

* Option D:

javascript

Copy code

```
var result = count >= 10 ? "Done" : getResult();
```

* This is a conditional (ternary) expression. If count is greater than or equal to 10, result will be "Done", otherwise, it will call getResult().

:

[MDN Web Docs - Conditional \(ternary\) operator](#)

[W3Schools - JavaScript Conditions](#)

NEW QUESTION # 65

Which programming paradigm best describes JavaScript?

- A. Function-driven
- **B. Object-based**
- C. Event-driven
- D. Object-oriented

Answer: B

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 # 66

Which tag is required when importing the jQuery library?

- A. `<meta>`
- **B. `<script>`**
- C. `<section>`
- D. `<body>`

Answer: B

Explanation:

> "The `<script>` tag is used to include JavaScript code or import external JavaScript libraries such as jQuery into an HTML document." Example:

```html

```
<script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>
```

```

References:

* MDN Web Docs: HTML <script> element

* [jQuery Documentation: Getting Started](#)

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NEW QUESTION # 67

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