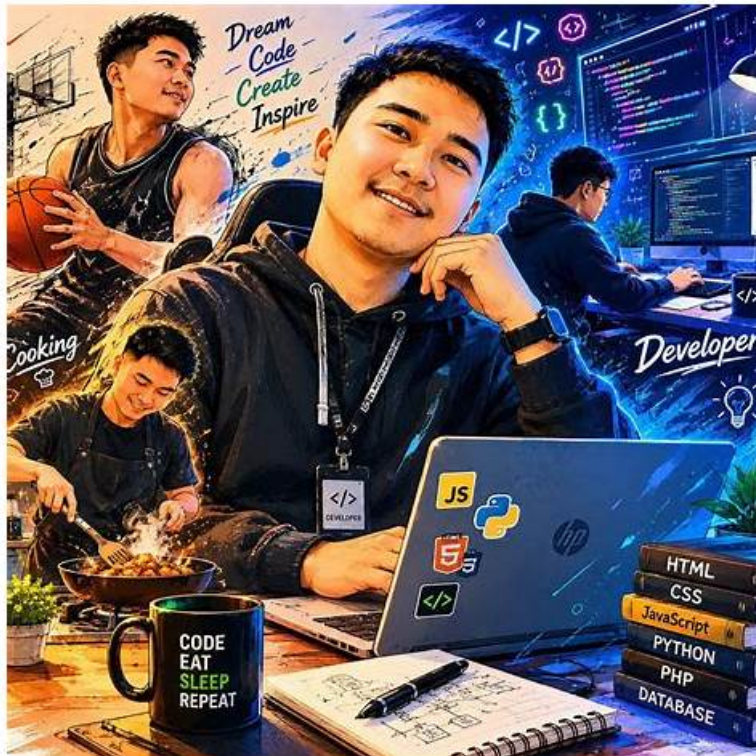


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Our company has been engaged in compiling professional JS-Dev-101 exam quiz in this field for more than ten years. Our large amount of investment for annual research and development fuels the invention of the latest JS-Dev-101 study materials, solutions and new technologies so we can better serve our customers and enter new markets. We invent, engineer and deliver the best JS-Dev-101 Guide questions that drive business value, create social value and improve the lives of our customers. During nearly ten years, our company has kept on improving ourselves, and now we have become the leader on JS-Dev-101 study guide.

Salesforce JS-Dev-101 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Asynchronous Programming: Covers asynchronous programming concepts and understanding how the event loop controls execution flow and determines outcomes.
Topic 2	<ul style="list-style-type: none">Testing: Covers evaluating unit test effectiveness against a block of code and modifying tests to improve their coverage and reliability.
Topic 3	<ul style="list-style-type: none">Objects, Functions, and Classes: Covers function, object, and class implementations to meet business requirements, along with the use of modules, decorators, variable scope, and execution flow.
Topic 4	<ul style="list-style-type: none">Server Side JavaScript: Covers Node.js implementations, CLI commands, core modules, and package management solutions for given scenarios.
Topic 5	<ul style="list-style-type: none">Browser and Events: Covers DOM manipulation, event handling and propagation, browser-specific APIs, and using Browser Developer Tools to inspect code behavior.

Latest JS-Dev-101 Test Simulator | Exam JS-Dev-101 Questions Answers

The JS-Dev-101 quiz guide through research and analysis of the annual questions, found that there are a lot of hidden rules are worth exploring, plus we have a powerful team of experts, so the rule can be summed up and use. The JS-Dev-101 prepare torrent can be based on the analysis of the annual questions, it is concluded that a series of important conclusions related to the qualification examination, combining with the relevant knowledge of recent years. JS-Dev-101 test material will improve the ability to accurately forecast the topic and proposition trend this year to help you pass the JS-Dev-101 exam.

Salesforce Certified JavaScript Developer - Multiple Choice Sample Questions (Q81-Q86):

NEW QUESTION # 81

Correct implementation of try...catch for countsDeep():

- A.

```
try {
  setTimeout(function() {
    countsDeep();
  }, 1000);
} catch (e) {
  handleError(e);
}
```
- B.

```
setTimeout(function() {
  try {
    countsDeep();
  } catch (e) {
    handleError(e);
  }
}, 1000);
```
- C.

```
try {
  countsDeep();
} handleError (e){
  catch(e);
}
```
- D.

```
try {
  setTimeout(function() {
    countsDeep();
  }, 1000);
} catch (e) {
  handleError(e);
}
```

Answer: B

Explanation:

The correct answer is B because countsDeep() is executed inside the callback function passed to setTimeout(), and the try...catch block is also placed inside that same callback.

In JavaScript, setTimeout() schedules a function to run later. The outer code finishes first, and the callback runs asynchronously after the delay. Because of this, a try...catch block placed outside setTimeout() cannot catch errors thrown later inside the callback.

Correct logic:

```
setTimeout(function() {
  try {
    countsDeep();
  } catch (e) {
    handleError(e);
  }
}, 1000);
```

Here, when countsDeep() runs after 1000 milliseconds, any error thrown by countsDeep() happens inside the try block. Therefore,

the catch (e) block can catch that error and pass it to handleError(e).

Why the other options are incorrect:

A is incorrect because the syntax is invalid JavaScript. A valid try...catch structure must be:

```
try {  
  // code  
} catch (e) {  
  // handle error  
}
```

Option A incorrectly writes:

```
} handleError (e){  
catch(e);  
}
```

That is not valid try...catch syntax.

C is incorrect because the try...catch surrounds only the call to setTimeout(), not the later execution of countsDeep(). If countsDeep() throws an error after the timer expires, the outer catch block will not catch it.

D is incorrect for the same reason as C. In the original question, D also had a typing error: it used countSheep() instead of countsDeep(). Even after correcting that typing error, D is still incorrect because the try...catch is outside the asynchronous callback.

NEW QUESTION # 82

Refer to the code below:

```
01 const server = require('server');  
02  
03 // Insert code here
```

A developer imports a library that creates a web server. The imported library uses events and callbacks to start the server.

Which code should be inserted at line 03 to set up an event and start the web server?

- A. server();
- B. server.start();
- C. server.on('connect', (port) => { console.log('Listening on', port); });
- D. server((port) => { console.log('Listening on', port); });

Answer: D

Explanation:

The question specifies:

The library "uses events and callbacks to start the server".

We want to "set up an event and start the web server".

Option C:

```
server((port) => { console.log('Listening on', port); });
```

This:

Calls server(...), which (by design in such libraries) typically starts the web server.

Passes a callback function that receives port when the server is ready.

Inside the callback, it logs "Listening on <port>".

This matches the "events and callbacks" description: the callback is invoked when the server has started listening.

Why others are incorrect:

A . server.on('connect', ...)

Assumes server is an event emitter instance with a 'connect' event, which is not given. Also, this line alone would not start the server.

B . server.start();

Assumes a start method exists; the question says the library "uses events and callbacks to start," implying invocation with a callback, not a plain start() call.

D . server();

Might start the server, but does not "set up an event" or callback to know when or where it is listening.

Therefore, C aligns with the described usage.

Concepts: callback-based APIs, starting servers with callbacks, event/callback style vs simple method calls.

NEW QUESTION # 83

Refer to the code below:

```
let car1 = new Promise((_, reject) => setTimeout(reject, 2000, "Car1 crashed in")); let car2 = new Promise(resolve =>
```

```

setTimeout(resolve,1500,"Car2 completed")); let car3 = new Promise(resolve => setTimeout(resolve,3000,"Car3 completed"));
Promise.race([car1,car2,car3])
.then(value=>{
let result = `${value} the race.`;
}).catch(err=>{
console.log('Race is cancelled.',err);
});

```

What is the value of result when promise.race executes?

Answer:

Explanation:

Car2 completed the race.

NEW QUESTION # 84

let page2stream = "The quick brown fox jumps";

Which three expressions return true for a substring?

- A. `sampleText.indexOf('Quick') !== -1;`
- B. `sampleText.indexOf(fox);`
- C. `sampleText.include('fox') !== -1;`
- D. `sampleText.indexOf('quick' > -4);`
- E. `sampleText.includes('fox');`

Answer: A,D,E

NEW QUESTION # 85

A class was written to represent regular items and sale items. Code:

```

01 let regItem = new Item('Scarf', 55);
02 let saleItem = new SaleItem('Shirt', 80, .1);
03 Item.prototype.description = function() { return 'This is a ' + this.name; }
04 console.log(regItem.description());
05 console.log(saleItem.description());
06
07 SaleItem.prototype.description = function() { return 'This is a discounted ' + this.name; }
08 console.log(regItem.description());
09 console.log(saleItem.description());

```

What is the output?

- A. This is a Scarf
Uncaught TypeError: saleItem.description is not a function
This is a Scarf
This is a discounted Shirt
- B. This is a Scarf
This is a Shirt
This is a discounted Scarf
This is a discounted Shirt
- C. This is a Scarf
This is a Shirt
This is a Scarf
This is a discounted Shirt
- D. This is a Scarf
Uncaught TypeError: saleItem.description is not a function
This is a Shirt
This is a discounted Shirt

Answer: C

Explanation:

At line 03, the developer assigns:

```
Item.prototype.description = function() { return 'This is a ' + this.name; };
```

 This affects all objects whose prototype chain includes Item.prototype.

regItem inherits from Item → gets this method.

saleItem, as an instance of SaleItem, also inherits Item.prototype (since SaleItem uses prototype inheritance from Item), so it also has this method at this moment.

Outputs at lines 04 and 05:

```
regItem.description() → "This is a Scarf"
```

```
saleItem.description() → "This is a Shirt"
```

At line 07, the developer overrides the method on SaleItem.prototype:

```
SaleItem.prototype.description = function() {  
  return 'This is a discounted ' + this.name;  
}
```

From this point:

regItem still uses the Item.prototype version

saleItem uses the overridden SaleItem.prototype version

Outputs at lines 08 and 09:

```
regItem.description() → "This is a Scarf"
```

```
saleItem.description() → "This is a discounted Shirt"
```

Combining all results:

This is a Scarf

This is a Shirt

This is a Scarf

This is a discounted Shirt

This matches option B.

JavaScript Knowledge Reference (text-only)

Objects created from constructor functions use prototype chaining.

Overriding a subclass prototype method does not affect the parent class prototype.

Instances inherit the most specific version of the method on their prototype chain.

NEW QUESTION # 86

.....

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