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WGU Web-Development-Applications Exam Syllabus Topics:

Topic	Details
Topic 1	<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 2	<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 3	<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 4	<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.
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WGU Web Development Applications Sample Questions (Q77-Q82):

NEW QUESTION # 77

Which option changes the content of the first line to a valid CSS comment?

- A. <! "this is a comment">
- B. // this is a comment
- C. /* this is a comment */
- D. <!-- this is a comment -->

Answer: C

Explanation:

In CSS, comments must begin with /* and end with */.

"CSS comments are placed inside /* and */. These comments can span multiple lines and are ignored by the browser." HTML-style comments using <!-- --> and JavaScript-style comments using // are not valid in CSS and may cause parsing errors.

References:

CSS Syntax Specification

MDN Web Docs - CSS Comments

W3Schools - CSS Comment Rules

9

Given the following CSS code:

```
.title {
  color : white;
}
```

Which HTML element is affected?

Q <div id="title"X/div>

Q <titlex/title>

Q <div>title</div>

Q <div class="title"x/div>

NEW QUESTION # 78

What is the used to render images dynamically?

- A. Ogg
- B. MPEG-4
- C. H.264
- D. Canvas

Answer: D

Explanation:

The <canvas> element in HTML5 is used to render images and graphics dynamically through JavaScript. It is a powerful feature for creating graphics, game visuals, data visualizations, and other graphical content directly in the browser.

* Canvas Element: The <canvas> element is an HTML tag that, with the help of JavaScript, can be used to draw and manipulate graphics on the fly.

* Usage Example:

```
<canvas id="myCanvas" width="200" height="100"></canvas>
<script>
var canvas = document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "#FF0000";
ctx.fillRect(0, 0, 200, 100);
</script>
```

In this example, a red rectangle is drawn on a canvas element.

:

MDN Web Docs on <canvas>

W3C HTML Canvas 2D Context Specification

NEW QUESTION # 79

Where can users items using the HTML

- A. From a web page to another web page
- B. From a user's computer to another computer
- **C. From a user's computer to a web page**
- D. From a web page to a user's computer

Answer: C

Explanation:

Using HTML, users can upload files from their computer to a web page using the <input> element with the type="file" attribute.

* File Upload Input: The <input type="file"> element is used in forms to allow users to select files from their local file system to be uploaded to a server.

* Usage Example:

The <canvas> element in HTML5 is used to render images and graphics dynamically through JavaScript. It is a powerful feature for creating graphics, game visuals, data visualizations, and other graphical content directly in the browser.

* Canvas Element: The <canvas> element is an HTML tag that, with the help of JavaScript, can be used to draw and manipulate graphics on the fly.

* Usage Example:

html

Copy code

```
<canvas id="myCanvas" width="200" height="100"></canvas>
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var canvas = document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "#FF0000";
ctx.fillRect(0, 0, 200, 100);
</script>
```

In this example, a red rectangle is drawn on a canvas element.

References:

* MDN Web Docs on <canvas>

* W3C HTML Canvas 2D Context Specification

```
<form action="/upload" method="post" enctype="multipart/form-data">
<input type="file" name="fileToUpload" id="fileToUpload">
<input type="submit" value="Upload File" name="submit">
</form>
```

In this example, users can choose a file from their computer and upload it to the specified server endpoint.

References:

* MDN Web Docs on <input type="file">

* W3C HTML Specification on File Upload

NEW QUESTION # 80

Which HTML segment should a developer use to enable the Offline AppCache application interface (API)?

- A. `<meta cache = "data.appcache">`
- B. `<meta manifest = "data.appcache">`
- C. `<html cache = "data.appcache" >`
- D. `<html manifest = "data.appcache">`

Answer: D

Explanation:

The correct HTML segment to enable the Offline AppCache application interface (API) is by specifying the `manifest` attribute in the `<html>` tag.

* AppCache Manifest: The `manifest` attribute in the `<html>` tag is used to specify the URL of the AppCache

NEW QUESTION # 81

Which code segment contains a conditional expression?

- A. `var result = dataCount;`
- B. `var result = dataCount++ * 1000 == 3000000;`
- C. `var result = count > 10;`
- D. `var result = count > 10 ? "Done" : getResult();`

Answer: B

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()`.

* References:

* MDN Web Docs - Conditional (ternary) operator

* W3Schools - JavaScript Conditions

NEW QUESTION # 82

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