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Efficient INF-306 Latest Exam Tips & Leading Offer in Qualification Exams & Free PDF INF-306: HTML5 Application Development

A second format is a IT Specialist INF-306 web-based practice exam that can take for self-assessment. However, it differs from desktop-based INF-306 practice exam software as it can be taken via any browser, including Chrome, Firefox, Safari, and Opera. This IT Specialist INF-306 web-based practice exam does not require any other plugins. It also includes all of the functionalities of desktop INF-306 software and will assist you in passing the INF-306 certification test.

IT Specialist HTML5 Application Development Sample Questions (Q59-Q64):

NEW QUESTION # 59
You are given the design for an app. The project manager asks you to outline the steps you must take to release and maintain the app.
Move each step from the list on the left to its correct sequence in the application lifecycle on the right.
Note: You will receive partial credit for each correct response.

Answer:

Explanation:

Explanation:
Determine requirements # Develop code # Test the app
#
Monitor performance # Deploy the app
The correct application lifecycle sequence begins with Determine requirements because the team must first define what the app must accomplish, who will use it, and which functional and technical expectations must be satisfied. Since the question states that the design is already provided, the next implementation step is Develop code, where the HTML, CSS, JavaScript, assets, APIs, and app logic are created according to the approved design and requirements. After development, the app must be validated through Test the app.
Testing confirms that the app works correctly, meets requirements, handles user input properly, and does not contain functional defects that would block release. Once testing is complete, the app can be released through Deploy the app, which publishes it to the target environment or makes it available to users. The final operational stage is Monitor performance, where the released app is observed, maintained, updated, and improved based on performance, reliability, defects, and user behavior. References/topics: application lifecycle management, requirements, development, testing, deployment, maintenance.

NEW QUESTION # 60
You create an interface for a touch-enabled application. Some input buttons do not trigger when tapped. What are two possible causes?

- A. The input areas are using event handlers to detect input.
- B. The defined input areas are not large enough.
- C. The input areas overlap with other input areas.
- D. The touch screen is not initialized.

Answer: B,C

Explanation:
The correct causes are insufficient input target size and overlapping input areas. Touch interaction depends on hit testing: the browser or platform determines which element occupies the touched screen coordinate and dispatches the event to that element. If a button's active area is too small, the user's finger may visually appear to tap the button while the actual touch coordinate falls outside the actionable target. Microsoft's touch- target guidance recommends touch targets around 7.5 mm square, approximately 40 × 40 pixels on a 135 PPI display, to support reliable activation. Overlap is also a valid cause because one element can partially cover or compete with another during hit testing; W3C target-size guidance notes that overlapping areas should not be counted as usable target area unless the overlapping controls perform the same action. Event handlers are not the problem by themselves; they are the standard mechanism for detecting user input. "Touch screen not initialized" is not a normal HTML5 application-level cause. References/topics: touch input, event handling, hit testing, target size, overlapping controls.

NEW QUESTION # 61
Which markup segment creates an SVG ellipse?

- A. < svg height= " 140 " width= " 500 " > < ellipse x= " 200 " y= " 80 " x= " 100 " y= " 50 " fill= " green " stroke-width= " 2 " / > < /svg >
- B. < svg height= " 140 " width= " 500 " > < ellipse cx= " 200 " cy= " 80 " rx= " 100 " ry= " 50 " fill= " green " stroke-width= " 2 " / > < /svg >
- C. < svg height= " 140 " width= " 500 " > < ellipse cx= " 200 " cy= " 80 " x= " 100 " y= " 50 " fill= " green " stroke-width= " 2 " / > < /svg >
- D. < svg height= " 140 " width= " 500 " > < ellipsp x= " 200 " y= " 80 " rx= " 100 " ry= " 50 " fill= " green " stroke-width= " 2 " / > < /svg >

Answer: B

Explanation:
The correct answer is D because an SVG ellipse is created with the < ellipse > element and the required geometry attributes cx, cy, rx, and ry. The cx attribute defines the x-coordinate of the ellipse's center point, and cy defines the y-coordinate of the center point. The rx attribute defines the horizontal radius, while ry defines the vertical radius. In option D, cx= " 200 " and cy= " 80 " correctly position the center of the ellipse, while rx= " 100 " and ry= " 50 " correctly define an ellipse that is wider than it is tall. Option A is invalid because the element name is misspelled as < ellipsp > , so the browser will not interpret it as an SVG ellipse.
Option B incorrectly uses x and y attributes instead of the ellipse-specific center and radius attributes. Option C correctly uses cx and cy, but incorrectly uses x and y where rx and ry are required. References/topics: SVG markup, < svg > container, < ellipse > element, center coordinates, horizontal radius, vertical radius.

NEW QUESTION # 62
You create an interface for a touch-enabled application. You discover that some of the input buttons do not trigger when you tap them on the screen. You need to identify the cause of the problem. What are two possible causes? Choose 2.

- A. The input areas are using event handlers to detect input.
- B. The defined input areas are not large enough.
- C. The input areas overlap with other input areas.
- D. The touch screen is not initialized.

Answer: B,C

Explanation:
The two likely causes are undersized touch targets and overlapping input regions. Touch input is less spatially precise than mouse input because the contact area of a finger is larger and less exact than a pointer cursor.
Microsoft's touch-target guidance states that interactive UI elements must be large enough for users to access accurately, and recommends a target size around 7.5 mm square, approximately 40 × 40 pixels on a 135 PPI display. Earlier Microsoft touch-design guidance similarly emphasizes that controls must be appropriately sized for touch and identifies approximately 9 mm as a minimum targeting area. Therefore, small input buttons may fail to trigger because the user is not actually hitting the active target area.
Overlap is also a valid cause: when two active regions occupy the same physical screen area, hit testing may route the touch to a different element, or the effective target area may be reduced. W3C accessibility guidance explicitly treats overlapping targets as reducing measurable target size unless the overlapping controls perform the same action. Event handlers themselves are not the defect; they are the normal mechanism for processing input.
"Touch screen not initialized" is not a standard HTML5 application cause. References/topics: touch input, event handling, hit testing, target size, overlapping controls.

NEW QUESTION # 63
You are creating a form that asks a user to enter their phone number. The form must be submitted only if the phone number field is not empty and matches the format 111-444-7777. Which markup should you use?

- A. < input type= " tel " name= " phone " pattern= " [0-9]{3}-[0-9] {3}-[0-9]{4} " required >
- B. < input type= " tel " name= " phone " pattern= " [1]{3}-[4] {3}-[7]{4} " required >
- C. < input type= " tel " name= " phone " maxlength= " 12 " required >
- D. < input type= " tel " name= " phone " pattern= " [0-9]{3}[0-9] {3}[0-9]{4} " >

Answer: A

Explanation:
The correct markup is option D. The type= " tel " input type is appropriate for telephone-number entry, but it does not automatically validate a specific telephone-number format because phone formats vary internationally. MDN notes that tel inputs allow telephone entry but are not automatically validated to a particular format. Therefore, a pattern attribute is required to enforce the exact structure. The regular expression [0-9]{3}-[0-9] {3}-[0-9]{4} requires three digits, a hyphen, three digits, another hyphen, and four digits, matching the requested format such as 111-444-7777. MDN defines the pattern attribute as a regular expression the input value must match for constraint validation. The required attribute is also necessary because the field must not be empty; MDN states that required indicates the user must specify a value before the form can be submitted. Option A only limits length. Option B lacks hyphen validation and required.
Option C hard-codes only specific digits. References/topics: HTML5 validation, tel, pattern, required, regular expressions.

NEW QUESTION # 64
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