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## Salesforce JS-Dev-101 Valid Braindumps Sheet & Certification JS-Dev-101 Sample Questions

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### Salesforce JS-Dev-101 Exam Syllabus Topics:

Topic	Details

Topic 1	<ul style="list-style-type: none"> <li>• <b>Testing:</b> Covers evaluating unit test effectiveness against a block of code and modifying tests to improve their coverage and reliability.</li> </ul>
Topic 2	<ul style="list-style-type: none"> <li>• <b>Server Side JavaScript:</b> Covers Node.js implementations, CLI commands, core modules, and package management solutions for given scenarios.</li> </ul>
Topic 3	<ul style="list-style-type: none"> <li>• <b>Debugging and Error Handling:</b> Covers proper error handling techniques and the use of the console and breakpoints to debug code.</li> </ul>
Topic 4	<ul style="list-style-type: none"> <li>• <b>Browser and Events:</b> Covers DOM manipulation, event handling and propagation, browser-specific APIs, and using Browser Developer Tools to inspect code behavior.</li> </ul>
Topic 5	<ul style="list-style-type: none"> <li>• <b>Variables, Types, and Collections:</b> Covers declaring and initializing variables, working with strings, numbers, dates, arrays, and JSON, along with understanding type coercion and truthy</li> <li>• falsy evaluations.</li> </ul>
Topic 6	<ul style="list-style-type: none"> <li>• <b>Asynchronous Programming:</b> Covers asynchronous programming concepts and understanding how the event loop controls execution flow and determines outcomes.</li> </ul>

## Salesforce Certified JavaScript Developer - Multiple Choice Sample Questions (Q82-Q87):

### NEW QUESTION # 82

refer to the exhibit.

Which code change should be done for the console to log the following when 'Click me!' is clicked' > Row log > Table log

- **A. Remove line 10**
- B. Change line 14 to `elem.addEventListener('click', printMessage, true);`
- C. Change line 10 to `event.stopPropagation(false);`
- D. Remove lines 13 and 14

**Answer: A**

### NEW QUESTION # 83

Refer to the code:

```
01 const event = new CustomEvent(
02 // Missing code
03 );
```

```
04 obj.dispatchEvent(event);
```

A developer needs to dispatch a custom event called update to send information about recordId.

Which two options can be inserted at line 02?

- A. `{ type: 'update', recordId: '123abc' }`
- **B. `'update', { detail: { recordId: '123abc' } }`**
- **C. `'update', { recordId: '123abc' }`**
- D. `'update', '123abc'`

**Answer: B,C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract JavaScript Knowledge The correct constructor signature for CustomEvent is:

```
new CustomEvent(eventName, optionsObject)
```

Where:

eventName is a string.

optionsObject may include:

detail → used to pass custom data

bubbles

cancelable, etc.

Example:

```
new CustomEvent('update', {
  detail: { recordId: '123abc' }
});
```

Now evaluate each option:

---

Option A

```
{ type: 'update', recordId: '123abc' }
```

Incorrect: The constructor requires (eventName, options), not a single object. type is not used this way.

---

Option B

```
'update', { detail: { recordId: '123abc' } }
```

Correct format. detail is the proper place for custom event data.

---

Option C

```
'update', '123abc'
```

Incorrect: The second argument must be an object (options), not a string.

---

Option D

```
'update', { recordId: '123abc' }
```

Acceptable because any extra properties on the options object are still allowed, even though best practice is to use detail.

This still creates a valid CustomEvent, and the event will dispatch successfully.

Thus the two correct answers are B and D.

---

JavaScript Knowledge Reference (text-only)

new CustomEvent(name, options) is the required syntax.

The detail property of the options object is the standard location for custom data.

The second argument must be an object; other types are invalid.

### NEW QUESTION # 84

Refer to the following code block:

```
01 let array = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
02 let output = 0;
03
04 for (let num of array) {
05   if (output > 10) {
06     break;
07   }
08   if (num % 2 == 0) {
09     continue;
10   }
11   output += num;
12 }
```

What is the value of output after the code executes?

- A. 0
- B. 1
- C. 2
- **D. 3**

**Answer: D**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract JavaScript knowledge:

This code uses:

A for...of loop to iterate over values in array.

break to exit the loop entirely when output > 10.

continue to skip even numbers.

It sums only certain numbers into output.

Let's walk through the loop step by step.

Initial values:

```
array = [1,2,3,4,5,6,7,8,9,10,11]
```

```
output = 0
```

```
Loop: for (let num of array) { ... }
```

First iteration: num = 1

Line 05: if(output > 10) → 0 > 10 is false → no break.

Line 08: if(num % 2 == 0) → 1 % 2 == 1, not 0, so false → no continue.

Line 11: output += num → output = 0 + 1 = 1.

Second iteration: num = 2

output > 10 → 1 > 10 is false → no break.

num % 2 == 0 → 2 % 2 == 0, so true → continue.

Because of continue, line 11 is skipped.

output remains 1.

Third iteration: num = 3

output > 10 → 1 > 10 is false.

num % 2 == 0 → 3 % 2 == 1, false → no continue.

output += num → output = 1 + 3 = 4.

Fourth iteration: num = 4

output > 10 → 4 > 10 is false.

num % 2 == 0 → 4 % 2 == 0, true → continue.

Skip sum; output remains 4.

Fifth iteration: num = 5

output > 10 → 4 > 10 is false.

num % 2 == 0 → 5 % 2 == 1, false.

output += num → output = 4 + 5 = 9.

Sixth iteration: num = 6

output > 10 → 9 > 10 is false.

num % 2 == 0 → 6 % 2 == 0, true → continue.

output remains 9.

Seventh iteration: num = 7

output > 10 → 9 > 10 is false.

num % 2 == 0 → 7 % 2 == 1, false.

output += num → output = 9 + 7 = 16.

Eighth iteration would be num = 8, but:

At the top of the loop body, line 05 is checked again:

if(output > 10) → 16 > 10 is true, so break; is executed.

When break runs:

The loop terminates immediately.

No further iterations (for num = 8, 9, 10, 11) are executed.

Therefore, output stays at 16.

Final value of output after the loop ends is 16.

This matches option A.

Why other options do not match:

B . 25: Would require adding more odd numbers (e.g., 9, 11) after 7, but the loop stops early due to output > 10.

C . 11: Would be smaller; the actual sum of 1 + 3 + 5 + 7 until break is 16.

D . 36: Would require summing many more values (e.g., most or all odd numbers up to 11), but again, the break condition stops the loop once output exceeds 10.

So:

Answer: A

JavaScript knowledge / Study Guide references (concept names only, no links):

for...of loop over arrays

break statement in loops (terminating a loop early)

continue statement in loops (skipping to the next iteration)

Modulo operator % to test even and odd numbers

Step-by-step execution and control flow in loops

### NEW QUESTION # 85

Given code below:

```
setTimeout(() => (  
  console.log(1);  
). 0);  
console.log(2);  
New Promise ((resolve, reject)) => (  
  setTimeout(() => (  
    reject(console.log(3));  
  ). 1000);  
).catch(() => (  
  console.log(4);  
));  
console.log(5);
```

What is logged to the console?

- A. 1 2 5 3 4
- B. 2 5 1 3 4
- C. 2 1 4 3 5
- D. 1 2 4 3 5

**Answer: B**

### NEW QUESTION # 86

In which situation should a developer include a try .. catch block around their function call ?

- A. The function might raise a runtime error that needs to be handled.
- B. The function has an error that should not be silenced.
- C. The function results in an out of memory issue.
- D. The function contains scheduled code.



**Answer: A**

### NEW QUESTION # 87

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