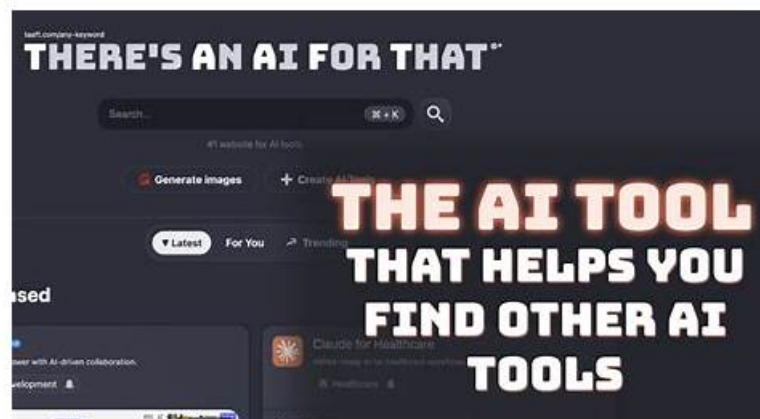


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Salesforce Certified JavaScript Developer I Exam Sample Questions (Q195-Q200):

NEW QUESTION # 195

Refer to the code below:

```
const event = new CustomEvent(  
  //Missing Code  
);  
obj.dispatchEvent(event);
```

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

Which two options could a developer insert at the placeholder in line02 to achieve this?

Choose 2 answers

- A. 'Update' , {Details : {recordId : '123abc'}}
- B. 'Update' , (recordId : '123abc'()
- C. 'Update' , '123abc'
- D. { type : 'update', recordId : '123abc' }

Answer: A,B

NEW QUESTION # 196

Which option is true about the strict mode in imported modules?

- A. You can only reference notStrict () functions from the imported module.
- B. Add the statement use strict = false, before any other statements In the module to enable not-strict mode.
- C. Imported modules are in strict model whether you declare them as such or not.
- D. Add the statement use non-strict; before any other statement in the module to enable not strict mode.

Answer: A

NEW QUESTION # 197

Given the code below:

```
01 function GameConsole (name) {  
02 this.name = name;  
03 }  
04  
05 GameConsole.prototype.load = function(gamename) {  
06 console.log(` $(this.name) is loading a game : $(gamename) ...`);  
07 )  
08 function Console 16 Bit (name) {  
09 GameConsole.call(this, name) ;  
10 }  
11 Console16bit.prototype = Object.create ( GameConsole.prototype) ;  
12 //insert code here  
13 console.log(` $(this.name) is loading a cartridge game : $(gamename) ...`);  
14 }  
15 const console16bit = new Console16bit(' SNEGeneziz ');  
16 console16bit.load(' Super Nonic 3x Force ');
```

What should a developer insert at line 15 to output the following message using the method ?

> SNEGeneziz is loading a cartridge game: Super Monic 3x Force . . .

- A. Console16bit = Object.create(GameConsole.prototype).load = function (gamename) {
- B. Console16bit.prototype.load(gamename) = function() {
- C. Console16bit.prototype.load = function(gamename) {
- D. Console16bit.prototype.load(gamename) {

Answer: C

NEW QUESTION # 198

A developer has two ways to write a function:

Option A:

```
function Monster() {  
This.growl = () => {  
Console.log ("Grr!");  
}  
}
```

Option B:

```
function Monster() {};  
Monster.prototype.growl = () => {  
  console.log("Grr!");  
}
```

After deciding on an option, the developer creates 1000 monster objects.

How many growl methods are created with Option A Option B?

- A. 1 growl method is created regardless of which option is used.
- B. 1 growl method is created for Option A. 1000 growl methods are created for Option B.
- **C. 1000 growl method is created for Option A. 1 growl methods are created for Option B.**
- D. 1000 growl methods are created regardless of which option is used.

Answer: C

NEW QUESTION # 199

Refer to the code below:

```
Let car1 = new Promise((_, reject) =>  
  setTimeout(reject, 2000, "car 1 crashed in" =>  
    Let car2 = new Promise(resolve => setTimeout(resolve, 1500, "car 2 completed") Let car3 = new Promise(resolve =>  
      setTimeout(resolve, 3000, "car 3 completed") Promise.race(( car1, car2, car3))  
    .then (value => (  
      Let result = `${value} the race.`;))  
    .catch(arr => {  
      console.log("Race is cancelled.", err);  
    }));
```

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

- A. Race is cancelled.
- B. Car 3 completes the race
- C. Car 1 crashed in the race.
- **D. Car 2 completed the race.**

Answer: D

NEW QUESTION # 200

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