

# Latest Web-Development-Applications Exam Preparation

## - Learning Web-Development-Applications Mode

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### WGU C77 WEB DEVELOPMENT APPLICATIONS/ WGU C77 OA EXAM 2024 AND PRACTICE QUESTIONS 300 QUESTIONS WITH DETAILED VERIFIED ANSWERS AND RATIONALES /A+ GRADE ASSURED

Which Canvas application programming interface (API) method should a developer use to add the line to the drawn path on a canvas?

- A) closePath()
- B) **stroke()**
- C) fill()
- D) beginPath() - ...ANSWER...stroke()

Which method of the Geolocation application programming interface (API) should a developer use to get periodic updates of a user's coordinates?

- A) getCurrentLocation()
- B) **watchPosition()**
- C) clearWatch()
- D) toString() - ...ANSWER...watchPosition()

Which of the following would be the best method to use for floating images to the left and right of text in HTML5?

- A) The height attribute of the <img> element
- B) The width attribute of the <img> element
- C) **CSS classes**
- D) The inline CSS style attribute - ...ANSWER...CSS classes

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### WGU Web-Development-Applications Exam Syllabus Topics:

| Topic   | Details                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Topic 1 | <ul style="list-style-type: none"><li>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.</li></ul> |

|         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Topic 2 | <ul style="list-style-type: none"> <li>• <b>Responsive Web Design (RWD) for Browsers and Apps:</b> 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.</li> </ul>                                  |
| Topic 3 | <ul style="list-style-type: none"> <li>• <b>Validation, Testing, and Form Development:</b> 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.</li> </ul>                                          |
| Topic 4 | <ul style="list-style-type: none"> <li>• <b>Creating Adaptive Web Documents and Pages:</b> 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.</li> </ul> |

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## Learning Web-Development-Applications Mode, New Web-Development-Applications Dumps Book

Another version of WGU Web Development Applications (Web-Development-Applications) practice exams is also available at TorrentValid and that is web-based. It has all specifications we have discussed above in the section of the WGU Web-Development-Applications desktop practice test software. But the only difference is that this web-based Web-Development-Applications practice exam software works online and needs no software installation. Furthermore, this Web-Development-Applications Practice Exam is supported by both Windows and iOS, Android, Mac, and Linux. Since it is the web-based Web-Development-Applications practice exam, you can take it from Opera, Chrome, Safari, Firefox, or any other popular browser.

## WGU Web Development Applications Sample Questions (Q41-Q46):

### NEW QUESTION # 41

Which element relies on the type attribute to specify acceptable values during form entry?

- A. <Button>
- B. <input>
- C. <Option>
- D. <Select>

### Answer: B

Explanation:

The <input> element relies on the type attribute to specify acceptable values during form entry. Different input types include text, email, number, password, etc.

\* Input Types: The type attribute determines the kind of input control and the acceptable values for that control.

\* Usage Example:

```
<input type="email" placeholder="Enter your email">
```

```
<input type="number" min="1" max="10">
```

These input elements specify acceptable values for email and number inputs respectively.

References:

\* MDN Web Docs on <input>

\* W3C HTML Specification on Input Types

### NEW QUESTION # 42

Given the following HTML code:

```
<p>
  <a href="https://example.com/link0">Link 0</a>
  <a href="https://example.com/link1">Link 1</a>
</p>
<ul>
  <li>
    Hello
  </li>
</ul>
<a href="https://example.com/link2">Link 2</a>
<a href="https://example.com/link3">Link 3</a>
</p>
<b>Sample</b>
```

And given the following CSS selector:

```
a, ul {
  color: red;
}
```

Which elements will the CSS be applied to?

- A. Any anchors (a. element) preceded by unordered lists (ul element)  
All anchors (a. element) and elements inside unordered lists (ul element)
- **B. Any anchors (a element) followed by unordered lists (1:1 element)**
- C. All anchors (a element) and elements preceded by an unordered list (ul element)

**Answer: B**

Explanation:

Given the CSS selector, `a, ul`, it targets all anchor (`<a>`) elements and all unordered list (`<ul>`) elements independently. This means the CSS rule will be applied to each `<a>` and `<ul>` element in the HTML document.

\* CSS Selector Analysis:

\* `a`: This part of the selector targets all `<a>` elements in the document.

\* `,`: The comma is a selector separator, meaning that each part of the selector list is applied independently.

\* `ul`: This part of the selector targets all `<ul>` elements in the document.

\* Example:

\* Given HTML:

```
<p>
<a
href="http://example.com/link0"
>Link 0</a>
<a
href="http://example.com/link1"
>Link 1</a>
</p>
<ul>
<li>Hello</li>
</ul>
<p>
<a
href="http://example.com/link2"
>Link 2</a>
<a href="https://example.com/link3">Link 3</a>
</p>
<b>Sample</b>
```

\* Given CSS:

```
a, ul {
color: red;
}
```

\* Affected Elements: All `<a>` and `<ul>` elements will have the color set to red.

:

MDN Web Docs - Comma combinator

W3C CSS Selectors Level 3

## NEW QUESTION # 43

Given the following JavaScript code:



Which code segment calls the method?

- A. Window.sayhello();
- B. Obj.sayHello;

**Answer: B**

Explanation:

To call the sayHello method in the given JavaScript object, you need to use the object's name followed by the method name with parentheses.

\* Correct Method Call:

\* Given the object definition:

```
var obj = {  
  sayHello: function() {  
    alert("Hello");  
  }  
};
```

\* To call the method sayHello on the object obj:

```
obj.sayHello();
```

\* Explanation:

\* Option A: Obj.sayHello; is incorrect syntax. The correct syntax is obj.sayHello();.

\* Option B: Window.sayHello(); is incorrect because the method is defined in the obj object, not the window object.

\* References:

\* MDN Web Docs - Functions

\* W3Schools - JavaScript Objects

#### NEW QUESTION # 44

Which technique should a developer use for text-based hyperlink on mobile web page?

- A. Deploying graphical links
- B. Padding the clickable area around the link
- C. Keeping links uniform
- D. Using dynamic page elements near the link

**Answer: B**

Explanation:

When designing text-based hyperlinks for mobile web pages, it is essential to ensure that the links are easily tappable. Adding padding around the clickable area increases the touch target size, making it easier for users to interact with the link on a mobile device.

\* Techniques for Mobile-Friendly Links:

\* Padding the Clickable Area: By adding padding, you increase the touchable area around the link, which helps prevent user frustration due to missed taps.

\* CSS Example:

```
a {  
  padding: 10px;  
  display: inline-block;  
}
```

\* Other Options:

\* B. Keeping links uniform: This refers to making all links look the same, which is good for consistency but doesn't specifically address the issue of touch targets.

\* C. Deploying graphical links: While graphical links can be effective, they do not necessarily improve touch target size for text-based hyperlinks.

\* D. Using dynamic page elements near the link: This can lead to a cluttered interface and does not address the touch target issue directly.

\* References:

\* MDN Web Docs - Touch targets

\* Google Developers - Mobile Web Development

### NEW QUESTION # 45

Which layout method causes images to render too small or too large in browser windows of different sizes?

- A. Liquid
- B. Fixed width
- C. Fluid
- D. Relative width

**Answer: B**

Explanation:

A fixed-width layout method specifies exact pixel values for widths. This approach does not adapt to different screen sizes, leading to images rendering too small or too large on various devices.

\* Fixed Width Layout:

\* Definition: Uses specific pixel values for the width of elements.

\* Example:

```
container {  
width: 800px;  
}
```

\* Issues:

\* Lack of Flexibility: Does not scale with the size of the viewport, causing images and other elements to appear incorrectly sized on different screen sizes.

\* Comparison:

\* Fluid/Liquid: Adapts to the screen size using percentages or other relative units.

\* Relative Width: Also adapts using units like `em` or `%`.

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MDN Web Docs - Fixed vs. Fluid Layout

W3C CSS Flexible Box Layout Module Level 1

Using fixed-width layouts can result in poor user experience across different devices, highlighting the importance of responsive design principles.

Top of Form

Bottom of Form

### NEW QUESTION # 46

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