

素晴らしいINF-306学習指導 &合格スムーズINF-306的中合格問題集 |信頼的なINF-306テスト内容HTML5 Application Development



INF-306学習教材自体については、学習者が学習教材をさまざまな角度から効率的に学習できるように複数の機能を強化します。たとえば、試験を刺激する機能は、受験者が実際のINF-306試験の雰囲気とペースに精通し、予期しない問題の発生を回避するのに役立ちます。簡単に言えば、当社のINF-306トレーニングガイドは品質とサービスを優先し、IT Specialistお客様にINF-306試験に合格するための新しい体験と快適な気持ちをお届けします。

IT Specialist INF-306 Exam Syllabus Topics:

Section	Weight	Objectives
Forms	20%	- Input validation 1. Attributes, pattern matching, data types, required fields
		- Form elements and markup 1. Datalist, fieldset, meter, output
Layouts	20%	- CSS layout and positioning 1. Flow, float, absolute positioning, overflow
		- Responsive design 1. Flexbox, grid systems, media queries

		- Core coding concepts • 1. Custom classes, data access - Event handling • 1. Event listeners, bubbling, gesture events - APIs and state management • 1. Third-party APIs, application state, storage - Testing and debugging • 1. Input validation, runtime errors, breakpoints
JavaScript Coding	15%	
		- Stages of application lifecycle • 1. Plan, design, develop, test, deploy, maintain - SVG graphics • 1. Inline vs referenced XML, shapes, filters - Styling and transformations • 1. 2D/3D transforms, animations, CSS filters - Canvas element usage • 1. Shapes, colors, transformations, interactivity
Application Lifecycle Management	20%	
Graphics and Animation	25%	

>> INF-306学習指導 <<

検証する-完璧なINF-306学習指導試験-試験の準備方法INF-306的中合格問題集

JpexamのIT SpecialistのINF-306問題集は最も徹底的で、最も正確で、かつアップ・ツー・デートなものです。当面の市場であなたに初めて困難を乗り越える信心を差し上げられるユニークなソフトです。IT SpecialistのINF-306認証試験は世界でどの国でも承認されて、すべての国が分け隔てをしないの試験です。JpexamのIT SpecialistのINF-306認証証明書はあなたが自分の知識と技能を高めることに助けになれることだけでなく、さまざまな条件であなたのキャリアを助けることもできます。JpexamのIT SpecialistのINF-306問題集を利用することをお勧めいたします。

IT Specialist HTML5 Application Development 認定 INF-306 試験問題 (Q67-Q72):

質問 # 67

You want to position a specific element so that it always directly follows the previous element, which is positioned by default, regardless of the viewport characteristics. Which positioning method should you use?

- A. sticky
- B. fixed
- C. absolute
- **D. static**

正解: D

解説:

The correct positioning method is static. In CSS, position: static is the default positioning behavior for elements. A statically positioned element remains in the normal document flow, meaning it is laid out according to the order of the markup and directly

follows preceding elements unless another layout rule changes that flow. MDN defines static positioning as placing the element according to the normal flow of the document, with top, right, bottom, left, and z-index having no effect. This matches the requirement that the element always directly follows the previous default-positioned element and does not depend on viewport characteristics. absolute removes the element from normal flow and positions it relative to a containing block. fixed also removes it from normal flow and positions it relative to the viewport. sticky starts in normal flow but changes behavior relative to a scrolling ancestor when a threshold is crossed. References/topics: CSS positioning, normal document flow, static positioning, viewport-independent layout.

質問 # 68

The ctx variable is the context of an HTML5 canvas object. What does the following HTML markup draw?
ctx.arc(x, y, r, 0, Math.PI, true);

- A. A circle at the given point
- **B. A semicircle at the given point**
- C. A line from one point to another
- D. A square at the given point

正解: B

解説:

The statement draws a semicircle at the specified point. The arc() method of the Canvas 2D API adds a circular arc to the current path. Its core parameters are the center point x, y, the radius, the starting angle, the ending angle, and an optional direction flag. In this expression, x and y define the center of the arc, and r defines its radius. The start angle is 0 radians, and the end angle is Math.PI radians. Since Math.PI represents 180 degrees, the path covers exactly half of a full circle. The final argument, true, tells the canvas context to draw the arc counterclockwise rather than using the default clockwise direction; however, the angular span remains half of the circumference. The call does not draw a complete visible shape unless the path is later stroked or filled, but the geometric path being created is a semicircular arc. It is not a straight line, square, or full circle. References/topics: Canvas 2D context, arc() method, radians, path construction, drawing arcs and circles.

質問 # 69

You need to implement media queries for the responsive layout of a new website. Low-resolution wireframes for the desktop, tablet, and mobile layouts are shown.

The screenshot shows a quiz interface with three questions about media queries. Each question has four options, with the correct one highlighted in blue.

Question 1: What is the correct media query for the desktop layout?

- @media only screen and (min-width : 285px) and (max-width : 480px)
- @media only screen and (min-width : 481px) and (max-width : 1024px)**
- @media only screen and (max-width:1025px) and (min-width: 1920px)
- @media only screen and (min-width:1025px)

Question 2: What is the correct media query for the tablet layout?

- @media only screen and (min-width : 285px) and (max-width : 480px)
- @media only screen and (min-width : 481px) and (max-width : 1024px)**
- @media only screen and (max-width:1025px) and (min-width: 1920px)
- @media only screen and (min-width:1025px)

Question 3: What is the correct media query for the mobile layout?

- @media only screen and (min-width : 285px) and (max-width : 480px)
- @media only screen and (min-width : 481px) and (max-width : 1024px)**
- @media only screen and (max-width:1025px) and (min-width: 1920px)
- @media only screen and (min-width:1025px)

The JPEXAM logo and text "IT認証であなたのキャリアを進めます" are visible at the bottom.

正解:

解説:



Answer Area

What is the correct media query for the desktop layout?

- ☐ @media only screen and (min-width : 285px) and (max-width : 480px)
- ☒ @media only screen and (min-width : 481px) and (max-width : 1024px)
- ☐ @media only screen and (max-width:1025px) and (min-width: 1920px)
- ☐ @media only screen and (min-width:1025px)

What is the correct media query for the tablet layout?

- ☐ @media only screen and (min-width : 285px) and (max-width : 480px)
- ☒ @media only screen and (min-width : 481px) and (max-width : 1024px)
- ☐ @media only screen and (max-width:1025px) and (min-width: 1920px)
- ☐ @media only screen and (min-width:1025px)

What is the correct media query for the mobile layout?

- ☐ @media only screen and (min-width : 285px) and (max-width : 480px)
- ☒ @media only screen and (min-width : 481px) and (max-width : 1024px)
- ☐ @media only screen and (max-width:1025px) and (min-width: 1920px)
- ☐ @media only screen and (min-width:1025px)

Explanation:

Layout

Correct Media Query

Desktop layout

@media only screen and (min-width: 1025px)

Tablet layout

@media only screen and (min-width: 481px) and (max-width: 1024px)

Mobile layout

@media only screen and (min-width: 285px) and (max-width: 480px)

Responsive layouts use CSS media queries to apply different style rules according to the viewport width or device characteristics. In this scenario, the three wireframes represent desktop, tablet, and mobile breakpoints.

The desktop layout should use @media only screen and (min-width: 1025px) because desktop screens are the widest target group and begin above the tablet maximum width. The tablet layout should use @media only screen and (min-width: 481px) and (max-width: 1024px) because it covers the middle range between mobile and desktop. The mobile layout should use @media only screen and (min-width: 285px) and (max-width:

480px) because it targets the smallest viewport range shown in the available choices. The option @media only screen and (max-width: 1025px) and (min-width: 1920px) is logically invalid because a viewport cannot simultaneously be at least 1920 pixels wide and no more than 1025 pixels wide. References/topics: responsive web design, CSS media queries, viewport breakpoints, mobile layout, tablet layout, desktop layout.

質問 # 70

You define the Pet class as follows:

```
class Pet {
  constructor(name, breed) {
    this.name = name;
    this.breed = breed;
    this.show = function() {
      var text = "<p> Your pet 's name is " + name + ". The pet 's breed is " + breed + ". </p> "; return text;
    };
  }
}
```

You need to derive a Dog class from the Pet class.

Complete the code by selecting the correct option from each drop-down list.

Note: You will receive partial credit for each correct selection.



```
class Pet:Dog {  
class Dog super Pet{  
class Dog extends Pet {  
  
    constructor(name, breed, price, gender){  
          
        Pet(name,breed);  
        super(name,breed);  
        Pet.constructor(name,breed);  
  
        this.price = price;  
        this.gender = gender;  
        this.display = function(){  
            return this.show() + text;  
        };  
    }  
}
```

正解:

解説:

class Pet:Dog {
class Dog super Pet{
class Dog extends Pet {

constructor(name, breed, price, gender){

Pet(name,breed);
super(name,breed);
Pet.constructor(name,breed);

this.price = price;
this.gender = gender;
this.display = function(){
return this.show() + text;
};
}
}


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Explanation:

First blank: class Dog extends Pet {

Second blank: super(name, breed);

The correct syntax for deriving one JavaScript class from another is extends, so the derived class declaration must be class Dog extends Pet {. This creates Dog as a subclass of Pet, allowing Dog instances to inherit members defined by the Pet constructor, including name, breed, and the show() function assigned inside the parent constructor. Inside a derived class constructor, super() must be called before using this. The call super (name, breed); invokes the parent Pet constructor and passes the values required to initialize the inherited name and breed properties. Pet(name, breed); is incorrect because a class constructor cannot be invoked like a normal function. Pet.constructor(name, breed); is also incorrect because it does not call the parent constructor for the current instance. After super() runs, the Dog constructor can safely assign subclass-specific properties such as price and gender.

References/topics: JavaScript classes, inheritance, extends, derived constructors, super(), custom class creation.

質問 # 71

You need to display the following user interface:

Motorcycle

Truck

Boat

Car

Bicycle

Complete the markup by selecting the correct option from each drop-down list.

<input list="vehicles" id=" " id = " ">

First drop-down options

- ul
- li
- ol
- select
- datalist

Second drop-down options

- vehicle
- vehicles

```
<option value="Motorcycle"/>
<option value="Truck"/>
<option value="Boat"/>
<option value="Car"/>
<option value="Bicycle"/>
```

▼

Third drop-down options

-
-
-
- </select>
- </datalist>

正解:

解説:



Explanation:

First drop-down: datalist

Second drop-down: vehicles

Third drop-down: </datalist>

The correct element is <datalist> because the interface requires a text input that provides selectable suggestions while still allowing the user to type. The <input> element uses list= "vehicles", so it must be connected to a <datalist> element whose id is exactly vehicles. The id cannot be vehicle, because vehicle is already the input element's own identifier and does not match the value used by the list attribute. The <option

> elements inside the datalist define the suggested values: Motorcycle, Truck, Boat, Car, and Bicycle. ul, ol, and li are list-markup elements and do not create input suggestions. select would create a fixed dropdown list, but it would not match the editable input-with-suggestions behavior shown. The closing tag must match the opening datalist element, so the final selection is </datalist>.

質問 # 72

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INF-306的中合格問題集: https://www.jpexam.com/INF-306_exam.html

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