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WGU Web-Development-Applications Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Validation, Testing, and Form Development: 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.
Topic 2	<ul style="list-style-type: none">Creating Adaptive Web Documents and Pages: 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.
Topic 3	<ul style="list-style-type: none">Responsive Web Design (RWD) for Browsers and Apps: 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.
Topic 4	<ul style="list-style-type: none">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.

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WGU Web Development Applications Sample Questions (Q88-Q93):

NEW QUESTION # 88

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

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

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 # 89

What is the used to render images dynamically?

- A. H.264
- B. Ogg
- C. MPEG-4
- D. Canvas

Answer: D

Explanation:

The <canvas> element in HTML5 is used to render images and graphics dynamically through JavaScript. It is a powerful feature for creating graphics, game visuals, data visualizations, and other graphical content directly in the browser.

* Canvas Element: The <canvas> element is an HTML tag that, with the help of JavaScript, can be used to draw and manipulate graphics on the fly.

* Usage Example:

```
<canvas id="myCanvas" width="200" height="100"></canvas>
<script>
var canvas = document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "#FF0000";
ctx.fillRect(0, 0, 200, 100);
</script>
```

In this example, a red rectangle is drawn on a canvas element.

References:

* MDN Web Docs on <canvas>

* W3C HTML Canvas 2D Context Specification

NEW QUESTION # 90

Which code segment places text to the right of an image whose file name is 'blue.png'?

- A.
- B.
- C.
- D.

Answer: B

Explanation:

> "When using 'float: left' on an image, the image aligns to the left, allowing subsequent inline content (such as text) to flow on the right side of the image."

>

> "The syntax `src="images/blue.png"` assumes the image is located in the 'images' directory. A path such as `src="blue.png/images"` is incorrect and would result in a broken image." So, option B is correct both in terms of syntax and intended behavior.

References:

* MDN Web Docs: float property

* W3C HTML5 Specification: element and image paths

NEW QUESTION # 91

Given the following CSS statement:

□ Which code segment changes the font color when the viewport is 800 pixels wide or wider?

- A.
- B.
- C.
- D.

Answer: A

Explanation:

To change the font color when the viewport is 800 pixels wide or wider, a media query with `min-width: 800px`

is used. This ensures that the styles inside the media query are applied only when the viewport width is at least 800 pixels.

* CSS Media Queries:

* Syntax for Media Query:

```
@media screen and (min-width: 800px) {
  body {
    color: black;
  }
}
```

```

}

* Explanation: The min-width: 800px condition ensures that the styles are applied when the viewport is 800 pixels or wider.
* Example Analysis:
* Option A:
@media screen and (min-width: 800px) {
body {
color: black;
}
}

* Correct. This applies the color: black; style to the body when the viewport is 800 pixels or wider.
* Option B:
@media min-width: 800px {
body {
color: black;
}
}

* Incorrect. Missing screen and which is required for a proper media query targeting screens.
* Option C:
@media screen and (max-width: 800px) {
body {
color: black;
}
}

* Incorrect. This applies the style when the viewport is 800 pixels or narrower.
* Option D:
@media max-width: 800px {
body {
color: black;
}
}

* Incorrect. This applies the style when the viewport is 800 pixels or narrower.
:
```

MDN Web Docs - Using media queries
W3Schools - CSS Media Queries

The correct use of media queries ensures that the specified styles are applied only under the desired conditions, providing a responsive design.

NEW QUESTION # 92

Given the following code:

Var a = "true";

What is the data type of d?

- A. Undefined
- B. Boolean
- C. String
- D. Object

Answer: C

Explanation:

The data type of the variable a is determined by the value assigned to it. In JavaScript, if a value is enclosed in double or single quotes, it is treated as a string.

* Variable Assignment:

* Given the code:

var a = "true";

* The value "true" is enclosed in double quotes, making it a string.

* Explanation:

* Option A: Boolean is incorrect because the value "true" is a string, not a boolean.

* Option B: String is correct because the value is enclosed in double quotes.

* Option C: Object is incorrect because the value is a primitive string.

* Option D: Undefined is incorrect because the variable a is assigned a value.

* References:

* MDN Web Docs - JavaScript Data Types

* W3Schools - JavaScript Data Types

NEW QUESTION # 93

As job seekers looking for the turning point of their lives, it is widely known that the workers of recruitment is like choosing apples--viewing resumes is like picking up apples, employers can decide whether candidates are qualified by the Web-Development-Applications appearances, or in other words, candidates' educational background and relating Web-Development-Applications professional skills. The reason why we are so confident lies in the sophisticated expert group and technical team we have, which do duty for our solid support. They develop the Web-Development-Applications Exam Guide targeted to real exam. The wide coverage of important knowledge points in our Web-Development-Applications latest braindumps would be greatly helpful for you to pass the exam.

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