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Salesforce Certified JavaScript Developer I

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Before we start develop a new JavaScript-Developer-I real exam, we will prepare a lot of materials. After all, we must ensure that all the questions and answers of the JavaScript-Developer-I exam materials are completely correct. First of all, we have collected all relevant reference books. Most of the JavaScript-Developer-I Practice Guide is written by the famous experts in the field. And we also add the latest knowledge points into the content of the JavaScript-Developer-I learning questions, so that they are always being up to date.

Salesforce JavaScript-Developer-I Certification Exam is divided into four sections, each of which covers a specific area of Salesforce development. The first section covers JavaScript basics, including data types, operators, and control structures. The second section covers Lightning Web Components, which are used to build modern user interfaces in Salesforce. The third section covers Apex, which is a programming language used to build custom business logic in Salesforce. Finally, the fourth section covers Visualforce, which is a framework used to build custom user interfaces in Salesforce.

>> JavaScript-Developer-I Reliable Test Experience <<

Salesforce JavaScript-Developer-I Exam | JavaScript-Developer-I Reliable Test Experience - Spend your Little Time and Energy to Prepare for JavaScript-Developer-I

Most of the candidates who plan to take the JavaScript-Developer-I certification exam lack updated practice questions to ace it on the first attempt. Due to this, they fail the Salesforce Certified JavaScript Developer I Exam (JavaScript-Developer-I) test, losing money and time. And in some cases, applicants fail on the second attempt as well because they don't prepare with JavaScript-Developer-I Actual Exam questions. This results in not only the loss of resources but also the motivation of the candidate.

Salesforce Certified JavaScript Developer I Exam Sample Questions (Q58-Q63):

NEW QUESTION # 58

bar, awesome is a popular JavaScript module. the versions publish to npm are:



Teams at Universal Containers use this module in a number of projects. A particular project has the package, json definition below.

```
{
  "name": "UC Project Extra",
  "version": "0.0.5",
  "dependencies": {
    "bar.awesome": "~1.3.0"
  }
}
```

A developer runs this command: npm install.

Which version of bar .awesome is installed?

- A. 1.3.5
- B. The command fails, because version 130 is not found
- C. 1.4.0
- D. 1.3.1

Answer: A

NEW QUESTION # 59

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. 1000 growl methods are 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. 1 growl method is created regardless of which option is used.

Answer: C

NEW QUESTION # 60

Refer to the code below:

```
01 const server = require('server');  
02 /* Insert code here */
```

A developer imports a library that creates a web server. The imported library uses events and callbacks to start the servers Which code should be inserted at the line 03 to set up an event and start the web server ?

- A. `serve((port) => (`
- **B. `server.on(' connect ' , (port) => {
console.log('Listening on ' , port) ;})`**
- C. `console.log('Listening on ' , port) ;`
- D. `Server.start ();`
- E. `server()`

Answer: B

NEW QUESTION # 61

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

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

Answer: C

NEW QUESTION # 62

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) {`
- C. `Console16bit.prototype.load(gamename) = function() {`
- **D. `Console16bit.prototype.load = function(gamename) {`**

Answer: D

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