

# ***PassTest***

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## **Q&A**

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**Exam : JavaScript Developer I**

**Title : Salesforce Certified  
JavaScript Developer I**

**Version : DEMO**

1. At Universal Containers, every team has its own way of copying JavaScript objects. The code snippet shows an implementation from one team:

```
01 function Person() {  
02   this.firstName = "John";  
03   this.lastName = "Doe";  
04   this.name = () => {  
05     console.log(`Hello ${this.firstName} ${this.lastName}`);  
06   }  
07 }  
08  
09 const john = new Person();  
10 const dan = JSON.stringify(JSON.parse(john));  
11 dan.firstName = 'Dan';  
12 dan.name();
```

What is the output of the code execution?

- A. Hello John Doe
- B. Hello Dan
- C. Hello Dan Doe
- D. SyntaxError: Unexpected token in JSON

**Answer:** D

2. CORRECT TEXT

Refer the following code

```
let array = [1, 2, 3, 4, 4, 5, 4, 4];  
  
for(let i=0; i<array.length; i++)  
{  
  if(array[i]===4){  
    array.splice(i, 1);  
    i--;  
  }  
  
  alert(array);
```

what is the value of array after code executes?

**Answer:** [ 1, 2, 3, 5 ]

3.Refer to the code below:

```
let timeFunction =() => {  
  console.log('Timer called.');  
};  
let timerId = setTimeout (timeFunction, 1000);
```

Which statement allows a developer to cancel the scheduled timed function?

- A. removeTimeout(timeFunction);
- B. removeTimeout(timerId);
- C. clearTimeout(timerId);
- D. clearTimeout(timeFunction);

**Answer: C**

4.Which statement accurately describes the behaviour of the async/ await keywords?

- A. The associated class contains some asynchronous functions.
- B. The associated function will always return a promise
- C. The associated function can only be called via asynchronous methods
- D. The associated sometimes returns a promise.

**Answer: B**

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

**Answer: B**