

Free Questions for CRT-600 by certsinside

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Question Type: MultipleChoice

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

Options:

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

Answer:

В

Question 2

Question Type: MultipleChoice

Refer to the code snippet below:

```
Let array = [1, 2, 3, 4, 4, 5, 4, 4];

For (let i =0; i

if (array[i] === 4) {

array.splice(i, 1);
}
```

What is the value of the array after the code executes?

Options:

```
A- [1, 2, 3, 4, 5, 4, 4]
```

Answer:		
С		
Question 3		
Question Type: MultipleChoice		
Which option is a core Node, js module?		
Options: A- Path		
B- los		
C- Memory		
D- locate		
Answer:		
A		

Question Type: MultipleChoice

```
Refer to following code:
class Vehicle {
constructor(plate) {
This.plate =plate;
Class Truck extends Vehicle {
constructor(plate, weight) {
//Missing code
This.weight = weight;
displayWeight() {
```

```
console.log('The truck ${this.plate} has a weight of ${this.weight} lb.');}}
Let myTruck = new Truck('123AB', 5000);
myTruck.displayWeight();
Which statement should be added to line 09 for the code to display 'The truck 123AB has a
weight of 5000lb.'?
Options:
A- Super.plate =plate;
B- super(plate);
C- This.plate =plate;
D- Vehicle.plate = plate;
Answer:
```

В

Question Type: MultipleChoice

```
Refer to the following object:

const cat ={

firstName: 'Fancy',

lastName: 'Whiskers',

Get fullName() {

return this.firstName + ' ' + this.lastName;

}

};

How can a developer access the fullName property for cat?
```

Options:

A- cat.fullName

B- cat.fullName()

C- cat.get.fullName

D- cat.function.fullName()

Answer:

Α

Question 6

Question Type: MultipleChoice

Universal Containers (UC) notices that its application that allows users to search for accounts makes a network request each time a key is pressed. This results in too many requests for the server to handle.

Address this problem, UC decides to implement a debounce function on string change handler.

What are three key steps to implement this debounce function?

Choose 3 answers:

Options:

- A- If there is an existing setTimeout and the search string change, allow the existing setTimeout to finish, and do not enqueue a new setTimeout.
- B- When the search string changes, enqueue the request within a setTimeout.
- C- Ensure that the network request has the property debounce set to true.
- D- If there is an existing setTimeout and the search string changes, cancel the existing setTimeout using the persisted timerId and replace it with a new setTimeout.
- E- Store the timeld of the setTimeout last enqueued by the search string change handle.

Answer:

A, B, C

Question 7

Question Type: MultipleChoice

Refer to code below:

function Person() {

this.firstName = 'John';

```
Person.prototype ={

Job: x => 'Developer'

};

const myFather = new Person();

const result =myFather.firstName + ' ' + myFather.job();

What is the value of the result after line 10 executes?
```

Options:

A- Error: myFather.job is not a function

B- Undefined Developer

C- John undefined

D- John Developer

Answer:

D

Question Type: MultipleChoice

A developer is wondering whether to use, Promise.then or Promise.catch, especially

when a Promise throws an error?

Which two promises are rejected?

Which 2 are correct?

Options:

- A- Promise.reject('cool error here').then(error => console.error(error));
- **B-** Promise.reject('cool error here').catch(error => console.error(error));
- **C-** New Promise((resolve, reject) => (throw 'cool error here'}).catch(error => console.error(error));
- D- New Promise(() => (throw 'cool error here'}).then(null, error => console.error(error)));

Answer:

B, C

Question Type: MultipleChoice

developer is trying to convince management that their team will benefit from using

Node.js for a backend server that they are going to create. The server will be a web server that

handles API requests from a website that the team has already built using HTML, CSS, and

JavaScript.

Which three benefits of Node.js can the developer use to persuade their manager?

Choose 3 answers:

Options:

- A- Installs with its own package manager to install and manage third-party libraries.
- B- Ensures stability with one major release every few years.
- C- Performs a static analysis on code before execution to look for runtime errors.
- **D-** Executes server-side JavaScript code to avoid learning a new language.
- E- Uses non-blocking functionality for performant request handling .

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A, C, E

Question 10

Question Type: MultipleChoice

Refer to HTML below:

This card is smaller.

The width and height of this card is determined by its contents.

Which expression outputs the screen width of the element with the ID card-01?

Options:

A- document.getElementById(' card-01 ').getBoundingClientRest().width

B- document.getElementById(' card-01 ').style.width

- C- document.getElementById(' card-01 ').width
- D- document.getElementById(' card-01 ').innerHTML.lenght*e

Answer:

Α

Question 11

Question Type: MultipleChoice

```
Refer to the code below:

console.log("start);

Promise.resolve('Success') .then(function(value){

console.log('Success');

});

console.log('End');

What is the output after the code executes successfully?
```

Options:			
A- End			
Start			
Success			
B- Start			
Success			
End			
C- Start			
End			
Success			
D- Success			
Start			
End			
Anomore			
Answer:			
С			
Question 12			
Question Type: MultipleChoice			

Universal Container(UC) just launched a new landing page, but users complain that the website is slow. A developer found some functions that cause this problem. To verify this, the developer decides to do everything and log the time each of these three suspicious functions consumes. console.time('Performance'); maybeAHeavyFunction(); thisCouldTakeTooLong(); orMaybeThisOne(); console.endTime('Performance'); Which function can the developer use to obtain the time spent by every one of the three functions?

Options:

A- console.timeLog()

B- console.getTime()

C- console.trace()

D- console.timeStamp()

Answer:

Α

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