

[Oct.-2016-NEW100% Exam Pass-70-480 PDF Dumps and 70-480 VCE Dumps Free from Braindump2go[NQ32-NQ39]

2016/10 New Microsoft 70-480: Programming in HTML5 with JavaScript and CSS3 Exam Questions Updated Today!Free Instant Download 70-480 Exam Dumps (PDF & VCE) 247Q&As from Braindump2go.com Today! 100% Real Exam Questions! 100% Exam Pass Guaranteed! 1.Braindump2go|2016/10 New 70-480 Exam Dumps (PDF & VCE) 247Q&As Download: <http://www.braindump2go.com/70-480.html> 2.Braindump2go|2016/10 New 70-480 Exam Questions & Answers: https://drive.google.com/folderview?id=0B9YP8B9sF_gNejBicmgzaml5V1U&usp=sharing QUESTION 32Drag and Drop QuestionYou are developing an airline reservation website by using HTML5 and JavaScript. A page on the site allows users to enter departure and destination airport information and to search for tickets.You have the following requirements:- Users must be able to save information in the application about their favorite destination airport.- The airport information must be displayed in the destination text box whenever the user returns to the page.You need to develop the site to meet the requirements.Which line or lines of code should you use? (To answer, drag the appropriate command or commands from the list of commands to the correct location or locations in the work area. Each line of code may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

var dest = localStorage.destination;

localStorage.destination = dest;

var dest = sessionStorage.destination;

sessionStorage.destination = dest;

<body>

<input id="txtDest" type="text" />

<input type="button" value="Submit"

onclick="storeDestination('txtDest')"/>

</script>

</body>

Answer:

var dest = localStorage.destination;

localStorage.destination = dest;

var dest = sessionStorage.destination;

sessionStorage.destination = dest;

<body>

<input id="txtDest" type="text" />

<input type="button" value="Submit"

onclick="storeDestination('txtDest')"/>

</script>

</body>

QUESTION 33 You are creating a class named Sedan that must inherit from the Car class. The Sedan class must modify the inherited fourDoor () method. The Car class is defined as follows.

```
function Car() {}  
Car.prototype.fourDoor = function () {  
    alert('four door');  
}
```

Future instances of Sedan must be created with the overridden method. You need to write the code to implement the Sedan class. Which two code segments should you use? (Each correct answer presents part of the solution. Choose two.)

☐ A.

```
Sedan.fourDoor = function () {  
    alert('door count');  
}
```

☐ B.

```
Sedan.prototype.fourDoor =  
{  
    alert('door count');  
}
```

☐ C.

```
Sedan.prototype.fourDoor =  
{  
    Car.call(this);  
}  
Sedan.prototype = new Car()  
Sedan.prototype.constructor = Sedan
```

☐ D.

```
function Sedan()  
{  
    Car.call(this);  
}  
Sedan.prototype.constructor = Sedan
```

A. Option AB. Option BC. Option CD. Option D Answer: BC QUESTION 34 You are modifying a blog site to improve search engine readability. You need to group relevant page content together to maximize search engine readability. Which tag should you use? A. <nav> B. <article> C. D. <div> Answer: B Explanation: http://www.w3schools.com/tags/tag_article.asp http://www.w3schools.com/html/html5_new_elements.asp QUESTION 35 You are developing application web form by using HTML5 and JavaScript. You need to prevent users from submitting form data more than once. Which code segment should you use?

☐ A.

```
<body>  
<input  
<input  
<script  
func  
et  
</script  
</body>
```

☐ B.

```
<body>  
<input  
<input  
<script  
func  
th  
</script  
</body>  
<body>  
<input  
<input  
<script  
func  
doc  
</script  
</body>
```

☐ C.

```
<body>  
<input  
<input  
<script  
func  
et  
</script  
</body>
```

A. Option AB. Option BC. Option CD. Option D Answer: A QUESTION 36 You are developing an HTML5 web application for a surveyor company that displays topographic images. The application must: - Display the topographic images at different zoom levels without loss of detail - Print the topographic images without loss of detail - Work from only one source file for each topographic image You need to ensure that the topographic images display according to the requirements. Which HTML5 element should you use? A. SVGB. CANVASC. SAMPD. AREA Answer: A QUESTION 37 You are modifying a website. The body of the page will be divided into two sections: - A content section will contain blog posts and comments. - An area on the right-hand side will contain advertisements. The page is defined by the following HTML. The site must conform to HTML5 standards and must use HTML5 semantic tags. You need to ensure that the advertisements are on the rightmost section of the page. Which tag should you use?

```
<table width="100%" border="1">
<tr>
<td class="header" colspan="2">
  Welcome to My Blog!
</td>
</tr>
<tr>
<td width="70%">
  ...
</td>
<td width="30%">
  ...
</td>
</tr>
<tr>
<td class="footer" colspan="2">
  ...
</td>
</tr>
</table>
```

A. <aside>B. <div>C. <article>D. <footer> Answer: A QUESTION 38Drag and Drop QuestionAn HTML page has a CANVAS element. You need to draw a red rectangle on the CANVAS element dynamically. The rectangle should resemble the following graphic.

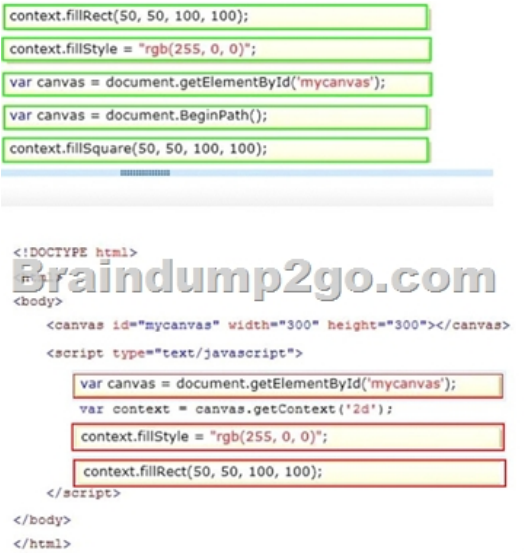


How should you build the code segment? (To answer, drag the appropriate line of code to the correct location. Each line of code may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
context.fillRect(50, 50, 100, 100)
context.fillStyle = "red"
var canvas = document.getElementById("myCanvas")
var context = canvas.getContext("2d")
context.fillRect(50, 50, 100, 100)
```

```
<!DOCTYPE html>
<html>
<body>
  <canvas id="myCanvas">
  <script type="text/javascript">
    var context = canvas.getContext("2d")
    context.fillRect(50, 50, 100, 100)
  </script>
</body>
</html>
```

Answer:



The image shows a web browser window. At the top, there are five lines of JavaScript code in a light green box: `context.fillRect(50, 50, 100, 100);`, `context.fillStyle = "rgb(255, 0, 0)";`, `var canvas = document.getElementById('mycanvas');`, `var canvas = document.BeginPath();`, and `context.fillRect(50, 50, 100, 100);`. Below this, a small blue rectangle is visible on a white background. The bottom part of the image shows the HTML code in a light yellow box: `<!DOCTYPE html>`, `<html>`, `<body>`, `<canvas id="mycanvas" width="300" height="300"></canvas>`, `<script type="text/javascript">`, `var canvas = document.getElementById('mycanvas');`, `var context = canvas.getContext('2d');`, `context.fillStyle = "rgb(255, 0, 0)";`, `context.fillRect(50, 50, 100, 100);`, `</script>`, `</body>`, and `</html>`. A large, semi-transparent watermark "Braindump2go.com" is overlaid on the code.

QUESTION 39 You are developing an HTML5 page. You need to add author and copyright information. Which tag should you use?
A. `<aside>` B. `<header>` C. `<footer>` D. `<section>` Answer: C !!!RECOMMEND!!!
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