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CIW 1D0-735

CIW JavaScript Specialist Certification Questions & Answers

Exam Summary – Syllabus –Questions

1D0-735
CIW JavaScript Specialist
55 Questions Exam – 70.91% Cut Score – Duration of 90 minutes

Table of Contents:

Know Your 1D0-735 Certification Well:

The 1D0-735 is best suitable for candidates who want to gain knowledge in the CIW Web Development. Before you start your 1D0-735 preparation you may struggle to get all the crucial JavaScript Specialist materials like 1D0-735 syllabus, sample questions, study guide.

But don't worry the 1D0-735 PDF is here to help you prepare in a stress free manner.

The PDF is a combination of all your queries like-
- What is in the 1D0-735 syllabus?
- How many questions are there in the 1D0-735 exam?
- Which Practice test would help me to pass the 1D0-735 exam at the first attempt?

Passing the 1D0-735 exam makes you CIW JavaScript Specialist. Having the JavaScript Specialist certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

CIW 1D0-735 JavaScript Specialist Certification Details:

Exam Name	CIW JavaScript Specialist
Exam Code	1D0-735
Exam Price	$150 (USD)
Duration	90 mins
Number of Questions	55
Passing Score	70.91%
Schedule Exam	**Pearson VUE**
Sample Questions	**CIW JavaScript Specialist Sample Questions**
Practice Exam	**CIW 1D0-735 Certification Practice Exam**

1D0-735 Syllabus:

Topic	Details
Domain 1: Essential JavaScript Principles and Practices	
Identify characteristics of JavaScript and common programming practices.	- List key JavaScript characteristics, including object-based nature, events, platform-independence, and differences between scripting languages and programming languages. - Identify common programming concepts, including objects, properties and methods. - Describe various JavaScript versions and flavors, including ECMA standards, JScript and similarities with proprietary scripting languages. - Distinguish between server-side and client-side JavaScript applications, including JavaScript interpreters and rendering engines. - Describe acceptable coding practices, including appropriate use of comment tags and the <noscript> tag. - Examine the evolution of the role of JavaScript in simple Web page design, such as gaming, virtual reality (VR), native development, mobile device scripting and backend development.
Work with variables and data in JavaScript.	- Use attributes and methods to communicate with users, including the type attribute. - Define variables, data types and scope. - List keywords and reserved words. - Store user input in variables and evaluate for appropriate responses using the console and built-in methods such as alert() and prompt(). - Distinguish between concatenation and addition. - Use Apply operators, including string concatenation (+=), strict comparison (=== , !==), mathematical precedence and bitwise operators. - Demonstrate how to use expressions. - Implement simple event handlers, including keyboard, mouse and mobile (gestures or touch) events.
Use JavaScript functions, methods, and events.	- Define and use methods as functions. - Demonstrate the use of various types of functions and function elements including prototype functions, anonymous functions, closure functions, arguments and the use of return values. - Distinguish between global and local variables. - Use the conditional operator. - Identify user events and event handlers. - Demonstrate the use of function specific methods including calling, binding and applying. - Use built-in functions and cast variables.
Domain 2: Intermediate JavaScript Programming Techniques	
Debug and troubleshoot JavaScript code.	- Demonstrate common steps for debugging JavaScript code, including reviewing code and testing code in different browsers and various devices.

Topic	Details
	- Demonstrate how to use various native and supplemental debugging tools, including enabling/disabling display.
Use JavaScript statements to control program flow.	- Use the if… statement. - Use the while… statement. - Use the do…while statement. - Use the for… statement. - Use the forEach statement. - Use the break and continue statements. - Use the switch… statement.
Use the JavaScript Document Object Model (DOM).	- Use JavaScript to manipulate the Document Object Model (DOM). - Use the window object of the DOM. - Manipulate properties and methods of the document object within the DOM. - Use the image object of the DOM, including image rollover creation. - Use the history object of the DOM. - Evaluate and change URL information with the location object of the DOM. - Use the navigator object of the DOM. - Describe virtual DOM.
Use JavaScript language objects and create expressions.	- Use the String object to test user input. - Evaluate strings, including use of the length property, and use of the indexOf(), lastIndexOf(), substring() and charAt() methods. - Implement basic regular expressions and the RegExp object. - Use the Array object to create more efficient code. - Use the map() method. - Apply the Date and Math objects.
Create and use custom JavaScript objects.	- Create a custom JavaScript object. - Define properties and methods of custom objects. - Create new object instances. - Create client-side arrays using custom objects. - Create functions and methods for manipulating client-side arrays. - Use the prototype property, concept of classes, constructors, iterators and generators.
Domain 3: Applied JavaScript	
Modify HTML with JavaScript.	- Identify steps and methods for changing HTML "on the fly," including the getElementById, getElementsByName, getElementsByTagName and getElementsByClassName methods of the DOM. - Modify attributes in HTML using DOM elements. - Modify form object values.
Use JavaScript to develop interactive forms.	- Identify and use form controls, including HTML5 form elements. - Define the form object. - Refer to form objects, including input, text, textarea, radio, checkbox, select, button, password, hidden, file and submit.

Topic	Details
	- Use form objects, including radio, select, button, text, input, textarea, checkbox, password, hidden, file and submit. - Conduct form validation. - Identify common form security issues.
Address JavaScript security issues involving browsers and cookies.	- Distinguish between the browser and the operating system in relation to the elements responsible for security. - Discuss browser security issues relevant to JavaScript, including script blocking, frame-to-frame URL changing, and document.write behavior differences among browsers. - Define signed scripts. - Perform client-side browser detection and determine browser compatibility. - Identify common issues and procedures for creating secure JavaScript code. - Define cross-site scripting and the associated security risks. - Define the functions and common uses of cookies. - Manipulate cookies effectively, including testing for presence of cookies, clearing cookies, enabling/disabling cookies in the browser, and deleting cookies from your hard drive. - Discuss ethics in collecting, storing, using and protecting user data.
Domain 4: JavaScript Technology Extensions	
Implement JavaScript libraries and frameworks.	- Identify and evaluate the benefits and drawbacks of using predefined libraries and frameworks, such as jQuery, Spry, Dojo, React.js, Angular.js and Prototype. - Identify steps for using libraries (such as jQuery), frameworks and available plug-ins, including, optimization for faster JavaScript manipulation. - Identify steps for loading and referencing external scripts and pre-made external scripts. - Identify and evaluate the benefits and drawbacks of Server-side JavaScript technologies. - Optimize page load time and user experience on various devices.
Use JavaScript and AJAX to create interactive Web applications.	- Define synchronous and asynchronous, fundamental AJAX elements, and procedures. - Explain the Fetch API, Promises and callback functions. - Use the XMLHttpRequest object to retrieve data. - Describe typical AJAX-based requests. - Identify key server response issues related to AJAX-based requests. - Use JavaScript to communicate with databases. - Identify and compare XML and JSON.
Implementing Web APIs. (New Objectives)	- Define Web API (Application Programming Interface) and benefits. - Identify and use Web APIs, including session storage, local storage, and GEO location. - Identify and use the Canvas API.

CIW 1D0-735 Sample Questions:

Question: 1

Cross-site scripting (XSS) is a type of:

- a) phishing scam.
- b) security risk associated with signed scripts.
- c) same-origin policy violation.
- d) code-injection attack.

Answer: d

Question: 2

Which variable data type is a variable that has not yet had a value assigned to it?
- a) String
- b) Boolean
- c) Undefined
- d) Null

Answer: c

Question: 3

Which code is the JavaScript equivalent of clicking the browser's Back button?
- a) history.go(-1);
- b) history -= 1
- c) history.rewind();
- d) history.rewind();

Answer: a

Question: 4

Which JavaScript object reflects information about the browser being used to view the Web page?
- a) Document
- b) Window
- c) Location
- d) Navigator

Answer: d

Question: 5

Consider the following code:

for (X; Y; Z)

What does Y represent in this statement?

a) The highest value that the counter variable may reach
b) The loop counter variable initialization expression
c) The condition under which the loop will execute
d) The loop counter increment or decrement

Answer: c

Question: 6

Which choice demonstrates the correct syntax for declaring a variable?

a) var last name;
b) var &lastname;
c) var "lastname";
d) var lastName;

Answer: d

Question: 7

Which statement about the prototype property is true?

a) It is only available in DOM objects.
b) It is available in all objects.
c) It is only available in JavaScript predefined objects.
d) It is only available in custom objects.

Answer: b

Question: 8

In JavaScript, what term is used to describe the technique of changing variables from one data type to another?

    a) Initializing
    b) Parsing
    c) Casting
    d) Concatenating

Answer: c

Question: 9

Which of the following is not a valid variable name in JavaScript?

    a) This
    b) _that
    c) _this
    d) That

Answer: a

Question: 10

What is the purpose of the break statement in JavaScript?

    a) To flush system memory
    b) To pause a program's execution
    c) To destroy unused variables
    d) To exit a control structure

Answer: d

Study Guide to Crack CIW JavaScript Specialist 1D0-735 Exam:

- Getting details of the 1D0-735 syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the 1D0-735 exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the CIW provided training for 1D0-735 exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the 1D0-735 sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on 1D0-735 practice tests is must. Continuous practice will make you an expert in all syllabus areas.

Reliable Online Practice Test for 1D0-735 Certification

Make EduSum.com your best friend during your CIW JavaScript Specialist exam preparation. We provide authentic practice tests for the 1D0-735 exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual 1D0-735 exam. We guarantee you 100% success in your first exam attempt if you continue practicing regularly. Don't bother if you don't get 100% marks in initial practice exam attempts. Just utilize the result section to know your strengths and weaknesses and prepare according to that until you get 100% with our practice tests. Our evaluation makes you confident, and you can score high in the 1D0-735 exam.

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