

FUNDAMENTALS OF WEB DEVELOPMENT MCQ

UNIT 1

1. A is a software application which enables a user to display and interact with text, images, videos, music, and other information that could be on a website.
A. Browser
B. Scripting language
C. compiler
D. interpreter
2. A is what you see on the screen when you type in a web address, click on a link, or put a query in a search engine.
A. Web Server
B. Web Page
C. Web Client
D. Web Browser
3. A, or domain name, is an address where you can be found online.
A. Web Address
B. DNS
C. Web Server
D. Web Browser
4. A is an identification string that defines a realm of administrative autonomy, authority, or control on the Internet.
A. Web address
B. Web server
C. Domain Name
D. URL
5. A is a label that is assigned to a device connected to a computer network and that is used to identify the device in various forms of electronic communication.
A. Hostname
B. server name
C. DNS
D. URL

6. splits the signal in the telephone wire in two: voice and broadband.
A. Micro signal
B. Micro Filter
C. Splitter
D. modem
7. The tab allows you to access the set of "Available" networks.
A. Bowser
B. Wireless Networks
C. internet
D. available
8. The IP address could be used either for or authentication purposes.
A. login
B. Statistic
C. attack
D. verification
9. Using the function we get a list of all the IP addresses the hostname resolves to.
A. System.Net.Dns.Get Host Entry
B. System.Net.Dns.Set Server Entry
C. System.Net.Dns.Get DNS Entry
D. System.Net.Dns.Set DNS Entry
10. A is the standard hostname given to the address assigned to the loopback network interface.
A. Domain name
B. Local Host
C. IP address
D. scott
11. Communication technologies are unique to networked computer environments and have come into wide popularity because of the Internet.
A. True
B. False

12. Communication technologies does not require more multimedia capabilities of computer systems and are more taxing of network resources than the others.

A. True

B. False

13. An is an identifier for a computer or device on a TCP/IP network.

ANS:- IP Address

14. TCP handles between systems and IP handles the routing of packets.

Ans:- Packet Flow

15. The protocol with seven layers is the usual reference model.

Ans:- ISO / OSI

UNIT 2

1. is a markup language which tells the web browser how to display content.
 - A. Web Browser
 - B. DNS
 - C. HTML**
 - D. URL

2. A is a language that annotates text so that the computer can manipulate the text.
 - A. High level language
 - B. Markup Language**
 - C. Assembly Language
 - D. DNS

3. Language can be described as a combination of several technologies like HTML client-side java script and cascading Style Sheets.
 - A. JavaScript
 - B. PHP
 - C. ASP
 - D. Dynamic Hyper Text Markup**

4. is a document markup language used mainly by mathematicians, authors, etc. to typeset their content.
 - A. LaTeX**
 - B. DHTML
 - C. HTML
 - D. PHP

5. is used in voice interaction between humans and computer.
 - A. HTML
 - B. VoiceXML**
 - C. VXML
 - D. XDHTML

6. A is a program that, using the client/server model and the World Wide Web's Hypertext Transfer Protocol (HTTP), serves the files that form Web pages to Web users.
A. Web server
B. Web Client
C. Web Browser
D. DNS
7. Every computer on the Internet that contains a must have a Web server program.
A. URL
B. Browser
C. NIC
D. Web site
8. is a software application used to locate, retrieve and also display content on the World Wide Web, including Web pages, images, video and other files.
A. DNS
B. Web browser
C. Web Server
D. URI
9. A/An is identified by a Uniform Resource Identifier (URI) and may be a web page, image, video or other piece of content.
A. Web Server
B. browser
C. URL
D. information resource
10. Unpaired tags are also known as Tags.
A. non closing
B. Singular or Stand-Alone
C. non terminating
D. inline
11. present in resources enable users easily to navigate their browsers to related resources.
Ans:- Hyperlinks

12. Many browsers offer which extend the capabilities of a browser so it can display multimedia information.

Ans:- Plug ins

13. are instructions that are embedded directly into the text of a HTML document.

Ans:- Tags

14. In paired tags, the first tag is referred to as Opening Tag and the second tag is referred to as Tag

Ans:- Closing

15. A tag is said to be a tag if the text is placed between a tag and its companion tag.

Ans:- Paired

1. **HTML** tells a web browser where the HTML part in your document begins and ends.
 - A. URL
 - B. tags**
 - C. server
 - D. title

2. **The “.....” contains all of the document’s header information like the web document’s title and information about the document itself.**
 - A. body
 - B. title
 - C. script
 - D. head**

3. **The HTML pre element inserts a block of text.**
 - A. preformatted**
 - B. unformatted
 - C. preformatted and unformatted
 - D. hyper

4. **A tag controls how the characters are formatted.**
 - A. logical
 - B. physical**
 - C. anchor
 - D. meta

5. **A tag describes how the text is being used, not necessarily how it is formatted.**
 - A. meta
 - B. pre
 - C. header
 - D. logical character**

6. **The font style slants the text to the right and thus can also be used to draw special attention to one or more words**
 - A. italics**
 - B. strong
 - C. pre
 - D. slant

7. A HTML is basically separated in two parts: the head and the body.
 A. program
 B. URL
 C. tag
D. Document
8. Every well written HTML document begins with a basic declaration that defines what type of document it is and this declaration is made using the tag.
 A. head
 B. title
C. !DOCTYPE
 D. meta
9. tag is used to create a horizontal line on your page you use the empty tag.
A.<HR>
 B. <HL>
 C.<dr>
 D.

10. In HTML, bold copy is created by using the tag.
 A. bold
B. Headline
 C. strong
 D. pre
11. Using is helpful in situations where you just need one or two spaces inbetween characters or words for stylistic or aesthetic effect.
**Ans:- **
12. The tag changes the color of a few words or a section of text.
Ans:- Font Color
13. The code to align text in HTML for a post or single page is.....
Ans:- <P ALIGN = direction>
14. tag is a non-standard tag and can be very irritating if used on large areas of text, so use it sparingly.
Ans:- <blink>
15. tag is used to create a moving text effect, similar to some “matrix” type LED and illuminated signs
Ans:- <marquee>

1. The classes allow you to easily create lists within your HTML pages.
A. HTML List
B. bullets
C. ordered
D. unordered
2. The `OrderedList` and `OrderedListItem` are used to create ordered lists in your HTML pages.
A. tags
B. groups
C. Classes
D. items
3. By using the methods in, you can override the numbering and type for a specific item in the list.
A. `UnorderedListItem`
B. `List`
C. classes
D. `OrderedListItem`
4. lists are purely a list of related items, in which their order does not matter nor do they have a numbered or alphabetical list element.
A. ordered
B. Unordered
C. definition
D. ordered and unordered
5. By default most browsers represent each list item with a
A. circle
B. square
C. bullet
D. solid dot
6. The solid dot is referred to as the list item element and can be changed using
A. JavaScript
B. HTML
C. CSS
D. jQuery

7. lists place strong importance on the order of items.
A. Ordered
B. definition
C. unordered
D. description
8. Creating a definition list in HTML is accomplished using the element.
A. dd
B. dt
C. li
D. dl
9. The actually requires two elements: the definition term element, dt, and the definition description element, dd.
A. description list
B. definition list
C. data list
D. data description
10. An image which is displayed on a web browser is referred to as an “.....”
A. offline image
B. animated image
C. Inline image
D. hyper image
11.tag indicates that an image—such as a photograph, icon, animation, cartoon, or other graphic—is to be displayed at that location.
**Ans:- **
12. The only way to center a graphic horizontally on a page is to use <center> & <center> tags around the tag.
**Ans:- **
13. “.....” aligns the bottom of the image with the bottom of the current line.
Ans:- ABSBOTTOM
14. indicates a server-side image map. Notes
ANS:- ISMAP
15. indicates a client-side image map .
Ans:- USEMAP

1. Tables are defined with the tag.
 - a.

 - b. <h1>
 - c. **<table>**
 - d. <hr>
2. The letters stands for “table data,” which is the content of a data cell.
 - a. **TD**
 - b. DT
 - c. TR
 - d.
3. A can contain text, images, lists, paragraphs, forms, horizontal rules, tables, etc
 - a. Data item
 - b. **Data cell**
 - c. Data block
 - d. Item
4. A table row is defined by tag.
 - a. <th>
 - b. <td>
 - c. <tt>
 - d. **<tr>**
5. When you finish all of the cells for a row, you would then close the row with the ending rowtag,
 - a. </TD>
 - b. </TT>
 - c. **</TR>**
 - d. </TH>
6. If you do not specify a attribute the table will be displayed without any borders.
 - A. **border**
 - B. font
 - C. table
 - D. style

7. Headings in a table are defined with the tag.

Ans:- <th>

8. Links are defined with the tag.

Ans:- <a>

9. The text between the and the is used as the for the link.

Ans:- caption

10. You can use a/an to separate words in your file names.

Ans:- underscore , “_”

11. If the file is not present in the current directory, a path can be specified.

Ans:- relative or absolute

12. If you want to preserve all of your links and space of your blog you can useboxwhich contains link list.

Ans:- Scrollable

13. The tag defines a division or a section in an HTML document.In div element overflow property is set to auto.

Ans:- <div>

14. causes an “.....” to be inserted into the output.

Ans:- inline image

15. Image are constructed by embedding an tag inside of an anchorelement <a> .

Ans:- Links

1. enables authors to create visually compelling Web sites without the overhead of server-side programs or complicated sets of controls to achieve special effects.
A. HTML
B. DHTML
C. jQuery
D. JavaScript
2. is used for the presentation part of the web page.
A. Pre
B. Meta
C. CSS (Cascading Style Sheet)
D. HTML
3. is the weakest link in DHTML as many of the browser does not support the DOM functionality.
A. <script>
B. DSM (Dynamic Support Model)
C. DOM (Dynamic Object Model)
D. CSS
4. CSS was first developed in, as a way for Web developers to define the look and feel of their Web pages.
A. 1997
B. 1987
C. 1977
D. 1985
5. External style sheet is also known as
A. inline style sheet
B. embedded style sheet
C. outer style sheet
D. linked style sheet
6. style sheet is used when you want to define styles for the current page.
A. External
B. Embedded
C. Outer
D. Dynamic

7. An style sheet is a separate file where you can declare all the styles that you want to use on your website.
A. External
B. Embedded
C. Outer
D. Dynamic
8. The element changes the style of the text it encloses.
A. Pre
B. Font
C. SPAN
D. DIV
9. The element includes a paragraph break.
A. Pre
B. Font
C. SPAN
D. DIV
10. The DIV elements defines divisions in your web page.
A. external
B. Logical
C. internal
D. table
11. The DIV element gives you the chance to define the of whole sections of the HTML.
A. Style
B. Logic
C. scope
D. base class
12. CSS would not be very useful if it did not allow you to have many different types of formats for a single HTML tag.
A. True
B. False
13. For using classes, you are not required to add an extension to the typical CSS code.
A. True
B. False

14. DHTML files are huge compared to other interactive media.

A. True

B. False

15. The World Wide Web Consortium or the W3C is currently implementing standards for DHTML technologies.

A. True

B. False

1. Developed under the name, Live Script was the official name for the language when it first shipped in beta releases of Netscape Navigator 2.0.
A. Latte
B. Espresso
C. Mocha
D. Cappuccino
2. The change of name from to JavaScript roughly coincided with Netscape adding support for Java technology in its Netscape Navigator web browser.
A. JScript
B. LiveScript
C. LivelyScript
D. NetScript
3. is a scripting language designed primarily for adding interactivity to WebPages and creating Web applications.
A. HTML
B. DHTML
C. jQuery
D. JavaScript
4. JavaScript is the scripting language implemented on.....
A. Web
B. client
C. server
D. browser
5. JavaScript can put text into an HTML page.
A. Static
B. Hyper
C. Java
D. Dynamic
6. A JavaScript can be used to validate form data before it is submitted to a
A. Web Browser
B. Server
C. Client

7. In JavaScript, tags can be inserted into three places: in between the two BODY tags, in between the two HEAD tags, and as a link to an external file, also in the HEAD section.
- A. SCRIPT**
- B. HEAD
- C. TITLE
- D. CSS
8. If your JavaScript references any of the web pages, there may be a slight delay in the fancy effects you want to apply, or it may just not work at all.
- A. attributes
- B. properties
- C. elements**
- D. references
9. Browsers that do not support JavaScript, will display JavaScript as
- A. Page URL Data
- B. Page Content**
- C. Images
- D. .Error Messages
10. Add an HTML comment tagbefore the first JavaScript statement, and a —> (end of comment) after the last JavaScript statement.
- A. <-- !
- B. <!**
- D. <--
11. data types are the types that can be assigned a single literal value.
- A. Boolean
- B. Bitwise
- C. User defined
- D. Primitive**
12. are rows of characters enclosed in either double or single quotes.
- A. String Literals**
- B. Character Literals
- C. Alphanumeric Literals
- D. Text Literals

13. To get the value of the element, we can use the value property of the text input object
- A. Test Box
 - B. Text Area
 - C. Text Input**
 - D. Input
14. The code for obtaining a reference to a element is oTextarea =oForm.elements["textarea_element_name"].
- A. Test Box
 - B. Text Area**
 - C. input
 - D. Text input
- 15..... allows you to access a specific value as if it were of a different type.
- A. Type face
 - B. Data Casting
 - C. Type Conversion
 - D. Type Casting**
- 16.Type casts casts the given value as a number.
- Ans:- Number(value)**
17. An is a special variable, which can hold more than one value, at a time.
- Ans:- Array**
18. Each element in the array has its own so that it can be easily accessed.
- Ans:- ID**
19. operators test to see if two variables relate to each other in the specified way.
- Ans:- Comparison**
20. is called Bitwise NOT Operator which is a is a unary operator and operates by reversing all bits in the operand.
- Ans:- ~**
21. The operator is the multiply AND assignment operator, it multiplies right operand with the left operand and assign the result to left operand.
- Ans:- *=**

22. The decrement operator the variable.

Ans:- Reduces

23. Operator first evaluates an expression for a true or false value and then execute one of the two given statements depending upon the result of the evaluation.

Ans:-Conditional

24. The is a unary operator that is placed before its single operand, which can be of any type.

Ans:-Type of

25. The of operators determines the order they are applied when evaluating an expression.

Ans:- precedence

26. The operator checks if the value of two operands is equal or not, if values are not equal then condition becomes true.

Ans:- !=

27. Due to the possibly confusing nature of pre-and post-increment behavior, code can be easier to read if the operators are avoided.

Ans:-Increment

28. An operator | is called..... Operator. It performs a Boolean OR operation on each bit of its integer arguments.

Ans:-Bitwise OR

29. An is any valid set of literals, variables, operators, and expressions that evaluates to a single value.

Ans:-Expression

30. The special keyword null denotes a.....

Ans:- Null Value

31. A expression can have one of two values based on a.....

Ans:-Condition

32. expression evaluates to a character string

Ans:-String

33. Variables that have not been assigned a value are undefined, and cannot be used without a error.

Ans:-Run-Time

1. statements give the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.
A. conditional
B. decision
C. header
D. filter
2. The conditional statement is used to perform an action if the condition is met.
A. do-while
B. if
C. continue
D. break
3. The conditional statement is used to test all of the possible outcomes for the application you are designing.
A. Switch case
B. for
C. if
D. while
4. The loop is used when you know in advance how many times the script should run.
A. For
B. do-while
C. if
D. while
5. The loop loops through a block of code while a specified condition is true.
A. For
B. do-while
C. While.
D. if
6. The loop will execute the block of code ONCE, and then it will repeat the loop as long as the specified condition is true.
A. while
B. do-while
C. if
D. switch

7. The statement will break the loop and continue executing the code that follows after the loop (if any).
A. continue
B. else
C. if
D. break
8. The statement will break the current loop and continue with the next value.
A. break
B. else
C. continue
D. if
9. A/An dialog box is mostly used to give a warning message to the users.
A. alert
B. confirmation
C. prompt
D. control
10. The dialog box is very useful when you want to pop-up a text box to get user input.
A. alert
B. confirmation
C. control
D. prompt
11. A dialog box is mostly used to take user's consent on any option
A. alert
B. confirmation
C. control
D. prompt
12. In loop, you know in advance how many times the script should run.
A. while
B. for
C. if
D. do-while
13. The gives the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.
Ans:- Control statement
14. To test all of the possible outcomes for the application being designed, the conditional statement is used.
Ans:- Switch - case
15. In case of the loop, the block of code will execute ONCE, and then it will repeat the loop as long as the specified condition is true.
Ans:- do - while

1. To keep the browser from executing a script when the page loads, you can put your script into a
A. function
B. web page
C. jQuery
D. macro
2. A/an is an expression that defines an unnamed function.
A. arithmetic literal
B. control statement
C. function literal
D. macro
3. An function saves us from rewriting the same code again and again and helps us to make our application smaller.
A. Built-in
B. derived
C. micro
D. user-defined
4. The object is a local variable available within all functions.
A. derived
B. arguments
C. global
D. static
5.variables exist only inside a particular function hence they have **Local Scope**.
A. global
B. static
C. local
D. dynamic
6. An dialog box is mostly used to give a warning message to the users.
A. prompt
B. alert
C. input
D. control

7. The dialog box is very useful when you want to pop-up a text box to get user input.

A. prompt

B. control

C. alert

D. input

8. are blocks of JavaScript code that perform a specific task and often return a value.

A. prompt

B. Routines

C. Functions

D. Parameters

9. are a standard technique via which control data can be passed to a function.

A. prompt

B. strings

C. URL

D. Parameters.

10. JavaScript provides the ability to pick up user input or display small amount of the text to the user by using

A. prompt

B. dialog boxes

C. code

D. alert

11. A function contains that will be executed by an event or by a call to the function.

A. code

B. prompt

C. dialog box

D. literal

12. A is an expression that defines an unnamed function.

A. prompt

B. function literal

C. code

D. alert

13. A function saves us from rewriting the same code again and again and helps us to make our application smaller.

- A. prompt
- B. built-in
- C. derived

D. user-defined

14. can be used to raise an alert , or to get confirmation or any input or to have a kind of inform from the user .

A. Prompt

B. Dialog boxes

- C. Code
- D. Alert

15.function takes a string as parameter and parses it to floating point number

A. parseFloat()

- B. isNaN()
- C. string()
- D. number()

1. The is a programming API for documents.

- a. jQuery
- b. JavaScript
- c. **Document Object Model**
- d. CSS

2. The DOM Core represents the functionality used for documents.

- a. CSS
- b. **XML**
- c. jQuery
- d. JavaScript

3. Variables associated with an object are called of the object.

- a. **properties**
- b. values
- c. descriptors
- d. associates

4. The *M* in DOM stands for Model, but it could just as easily stand for

- a. Mark
- b. Meta
- c. Meter
- d. **Map**

5. A is an interface from which a number of DOM types inherit, and allows these various types to be treated (or tested) similarly.

- a. **Node**
- b. attribute
- c. object
- d. Meta

6. The tag is used to include objects such as images, audio, videos, Java applets, ActiveX, PDF, and Flash into a webpage.

Ans:- <object>

7. The Document object is the root of a/an

- a. DOM
- b. Object
- c. attribute
- d. **Document tree**

8. is used to create an attribute node.

- a. setAttribute()
- b. **createAttribute()**
- c. newAttribute()
- d. Attribute()

9. method is used to import a node from another document.

- a. callNode()
- b. **importNode()**
- c. inNode()
- d. iNode()

10. are actions that can be detected by JavaScript.

- a. **Event**
- b. Attributes
- c. Codes
- d. Data Lists

11. Every element on a has certain events which can trigger a JavaScript.

- a. Web Browser
- b. Web Server
- c. **Web page**
- d. Web Link

12. The event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.

- a. onClick
- b. onSubmit
- c. **onLoad**
- d. onMouseOver

13. The event is used to validate ALL form fields before submitting it.

- a. onMouseOver
- b. onClick
- c. onLoad
- d. **onSubmit**

14. onMouseOver and onMouseOut are often used to create “.....” buttons.

- a. Hypertext
- b. **Animated**
- c. Reference
- d. Link

15. is a frame set, document, or form object such as a text field loses the focus for input.

- a. Del
- b. **Blur**
- c. Mark
- d. Nav

16. For a window, the parent and top properties refer to the window itself.

Ans:- top-level

17. method decodes a string of encoding data using base-64 encoding.

Ans:- Atob

18. evaluates an expression or calls a function after a specified number of milliseconds.

Ans:- setTimeout

19. contains information about the version, mime type and what plug-ins users have installed of Navigator in use.

Ans:- Navigator objects

20. property specifies version information for the Navigator.

Ans:- appVersion

21. property tests whether Java is enabled.

Ans:- javaEnabled

22. The JavaScript is property of the window object.

Ans:- History Object

23. function will accept an integer or a string.

Ans:- go(relPos | string)

24. The property specifies the number of entries in the history object.

Ans:- length

25. is the part of the URL that is used to point to a particular part of a page where a named anchor is.

Ans:- Hash

26. property specifies the URL hostname and port.

Ans:- Host

27. The JavaScript is the container for all HTML HEAD and BODY objects associated within the HTML tags of an HTML document.

Ans:- Document object

28. property sets the background color of the web page.

Ans:- bgcolor

29. property specifies the text color attribute set in the <body> tag.

Ans:- fgColor

1. are normally used in combination with functions, and the function will not be executed before the event occurs!

- a. Methods
- b. Procedures
- c. **Events**
- d. Validations

2. The and onUnload events are triggered when the user enters or leaves the page.

- a. **onload**
- b. onclick
- c. onSelect
- d. onsubmit

3. The event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.

- a. onclick
- b. onSelect
- c. onsubmit
- d. **onLoad**

4. The onFocus, onBlur and onChange events are often used in combination with of form fields.

- a. Selection
- b. **Validation**
- c. Submission
- d. Clicking

5. The event is used to validate ALL form fields before submitting it.

- a. onLoad
- b. onclick
- c. MouseEvent
- d. **onSubmit**

6. **onMouseOver** and **onMouseOut** are often used to create “.....” buttons.

- a. **Animation**
- b. Validation
- c. Submission
- d. Selection

7. The property returns the **onClick** event handler code on the current element.

- a. **onLoad**
- b. **onSelect**
- c. **onclick**
- d. **onSubmit**

8. is often a name of a function declared elsewhere or a function expression.

- a. **memberFunction.**
- b. **functionRef**
- c. **globalDeclaration**
- d. **staticDeclaredFunc**

9. The event object passed to the specified event handler function is a

- a. **MouseEvent**
- b. **onSubmit**
- c. **onclick.**
- d. **onLoad**

10. A event occurs when a user selects some of the text within a text or textarea field.

- a. **onclick.**
- b. **onLoad**
- c. **Select**
- d. **onSubmit**

11. The handler executes JavaScript code when a select event occurs.

- a. **onLoad**
- b. **onSubmit**
- c. **onSelect event**

12. The onSubmit event is used to validate ALL form fields before submitting it.

- a. True
- b. False

13. When using the onclick event to trigger an action, there is no need to consider adding this same action to the onkeydown event.

- a. True
- b. False

14. The onclick property returns the onClick event handler code on the previous element.

- a. True
- b. False

15. MouseEvent is an event object passed to the specified event handler function.

- a. True
- b. False

1. method sends the form information by including it on the URL.
A. post
B. action
C. get
D. href
2. method sends the form information in the HTTP environment.
A. get
B. Post
C. action
D. href
3. attribute specifies the URL to send the data to.
A. Action
B. method
C. get
D. post
4. We use the tag to create a basic button.
A. button
B. font
C. meta
D. <input>
5. Within the code, we use type="....." to set the control to a button.
A. button
B. input
C. text
D. submit
6. A text field is placed on a web page using the tag, with the attribute set with a value of "text".
A. text
B. text area
C. type
D. name

7. The HTML tag represents a group of introductory or navigational aids.

Ans:- <header>

8. are text fields that can span several lines.

- A. Texts
- B. Options
- C. Lists

D. Text areas

9. We use tag to end the text area.

Ans:- </textarea>

10. are used when you want to let the visitor select one or more options from a set of alternatives.

- A. Data lists
- B. Radio

C. Check boxes

D. Range

11. If only one option is to be selected at a time you should use

A. Radio buttons

- B. Check boxes
- C. Range
- D. Data Lists

12. The Radio Button in HTML are type of form, which allows a user to select any one option from the alternative options.

Ans:- Input

13. The specify the output value of input element in html page, when it is clicked.

Ans:- <value>

14. HTML fields provide essentially the same functionality as HTML Checkbox Fields.

Ans:- select

15. Depending on your settings, can serve the same purpose as radio buttons or check boxes.

Ans:- drop-down menus

1. JavaScript's object provides advanced arithmetic and trigonometric functions, expanding on JavaScript's basic arithmetic operators.
A. var
B. ins
C. Math
D. samp
2. The object is useful when you want to display a date or use a timestamp in some sort of calculation.
A. Date
B. Time
C. Year
D. Summary
3. A is a value or set of values (in the form of an array or object) that is a member of an object.
A. field
B. method
C. nav
D. Property
4. A is a function that is a member of an object.
A. Field
B. Method
C. Script
D. Track
5. The object let's you work with a series of characters and wraps Javascript's string primitive data type with a number of helper methods.
A. noscript
B. meta
C. String
D. noframe
6. The property allows you to add properties and methods to an object.
A. Prototype
B. Option
C. Param
D. Progress

7. Unlike the other global objects, Math is not a/an
A. field
B. property
C. attribute
D. constructor
8. All properties and methods of Math are and can be called by using Math as an object without creating it.
A. dynamic
B. mapped
C. linked
D. static
9. The is used to work with dates and times.
A. Time
B. Date Object
C. Div
D. Track
10. Date objects are created with the constructor.
A. Date()
B. Time()
C. DateAndTime()
D. Dialog
11. All user-defined objects and built-in objects are descendants of an object called.....
A. Param
B. Samp
C. Object
D. Progress
12. The operator is used to create an instance of an object.
A. Object
B. New
C. Var
D. Legend

13. A is a function that creates and initializes an object.

- A. Dialog
- B. Object
- C. New

D. Constructor

14. The contains a reference to the new object.

- A. Attribute
- B. Variable**
- C. Link
- D. Li

15. The properties assigned to the object are not variables and are not defined with the keyword.

A. Var

- B. Atr
- C. Dir
- D. Di

1. The _____ property returns the number of the internet host port (of the current page)
A. window.location.port
B. window.location.hostname
C. window.location.href
D. window.location.assign()
2. The _____ property returns the URL of the current page.
A. window.location.port
B. window.location.hostname
C. window.location.href
D. window.location.assign()
3. How are the objects organized in the HTML DOM?
A. list
B. stack
C. queue
D. hierarchy
4. The DOM is a ____ W3C ____ standard.
A. WWW
B. W3C
C. W3B
D. WMB
5. Which of the following is/are the part/parts of the W3C DOM standard
A. Core DOM and HTML DOM
B. XML DOM and HTML DOM
C. Core DOM and XML DOM
D. Core DOM, XML DOM and HTML DOM
6. _____ standard model for all document types.
A. Core DOM
B. XML DOM
C. HTML DOM
D. None of the above

7. What among the following is an appropriate event handler for input text among the below options ?
- A. onclick
 - B. onchange**
 - C. onkeyup
 - D. onblur
8. What among the following is an appropriate when an event occurs when the user clicks on an element?
- A. onclick**
 - B. onchange
 - C. onkeyup
 - D. onblur
9. What is the purpose of the Legacy DOM?
- A. Modify the nodes
 - B. Making the script modular
 - C. Allows access to few keys and elements**
 - D. Makes the scripting easier
10. What is the purpose of the NamedNodeMap object?
- A. Unordered collection of arrays
 - B. Unordered collection of elements
 - C. Unordered collection of nodes**
 - D. Unordered collection of attributes
11. According to the W3C HTML DOM standard, everything in an HTML document is a _____
- Ans:- NODE**
12. The _____ Constraint Validation HTML Input attribute specifies that the input field requires an element.
- Ans:- required**
13. The _____ HTML object property returns the domain name of the document server
- Ans:- document.domain**
14. The _____ JavaScript DOM method is used to create an HTML element.
- Ans:- document.createElement(element)**
15. The _____ object lies at the top of the DOM hierarchy.
- Ans:- window object**