# CP1295 Advanced JavaScript Final Exam SCOPE (30%) v1



TIME: 3 Hour Test

The quiz consists of

Part (A) 35 multiple choice questions worth 1 mark. Section Total 35 marks

Part (B) 5 Practical problems worth 7 marks each. Section Total 35 Marks

Total marks for final exam: 70 Marks.

Final Exam is worth 30% of term grade.

The test password will be released at the start of the test.

# CP1295 Advanced JavaScript

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#### A. Exam Rollout

- (A) On Line Quiz component is the first component of the test. Password for this component will be release at start of Final Exam. Complete the online quiz. When Quiz has been submitted Part B will be available. There are 35 questions.
- (B) Practical component of the final exam can be downloaded form Drop Box. There are 5 questions. Each question will have starter code for each of the five parts.

Questions can be set up using Visual Code Studio. All provided code is error free and will work prior to applying the require modification to complete each question's directives.

Each of the required directives (no more than 3 per question) will fall in the following categories:

- a. Missing Code Section that is outlined with a red rectangle on the test and with comments in the code section. The number of lines that are required will be indicated on the test and in the code section.
- b. Line(s) of Code that needs to be corrected or completed. These line(s) will be identified by a rectangle on the test and with comments in the code. The number of lines that are required to complete the requirements will be indicated with comments in the code and on the test.

Note: Lines of code required to complete the question are based on the answer key. The answer key does not use composite code and will parallel the code used in the lecture notes and instructor's demonstration code.

Procedure for recording your response to the five practical problems.

You will be required to create a word document. Page 1 will contain your Name, Student number and Course Number. "CP1295".

For each question you will allocate 1 page.

DO NOT use ANY ZIP compression.

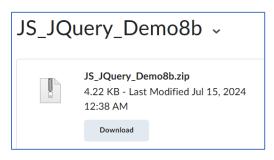
Follow the instructions for each question on what information will be required in your Final Exam Word Document.

#### CP1295 Advanced JavaScript

Once you have completed all requirements for all questions upload your word document to the D2L drop box.

You will complete the questions using Visual Studio. The exercise questions will be submitted to a drop box on D2L.

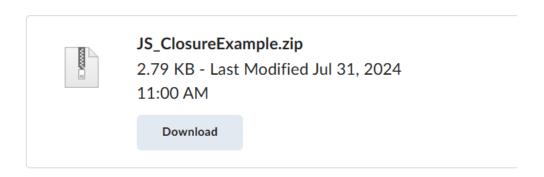
Prior to the day of the test, ensure that NODE.JS is working on your computer. Use Demo08b to test your system. You can find it under 'Content', 'Class Demo Code'.



Failure to have this working prior to the test will cost you significant time. No time will be added as this should already be working. (Exceptions for problems that are outside of the student's control)

2 Other important code samples to study.

# JS\_ClosureExample ~



Model was not included in Lecture 14 but is based on this lecture set and was posted separately. It is a fully functional model.

BE SURE TO PRESS "ENCLOSURE" button FIRST when you are running the demo model.

The Enclosure code is required otherwise you will encounter the following errors.

```
Uncaught TypeError TypeError: topSecretVar.getSecret is not a functionpaintS.js:19
   at <anonymous> (j:\temp\JS_ClosureExample\paintS.js:19:33)
   at dispatch (code.jquery.com/jquery-3.4.1.min.js:2:42571)
   at v.handle (code.jquery.com/jquery-3.4.1.min.js:2:40572)
```

The last key demonstration code is:

# JS Query DemoPaintStore starter



Zip Compressed File

Code demonstrates

- 1. Literal Object Definitions
- 2. Use of Libraries
- 3. Use of Classic Class Object

Lecture Set L13 shows all the update requirements to achieve the three objectives shown here.

Practice them for the Final Exam.

### B. Test Construction and Question Selection

L05 L06

L06

L07

L07

L08

L09

L10

L11

L12 L13

L14 L15

L51

CP1295 FINAL EXA	AM				
PLAN	35	35	Poir	its	70
	1	7	Valu	ie	70
	35	5	Que	stions	
By CHAPTER	Lecture Support		MC	Prog	
4	L03		2	0	
5	L04		2	0	

MC – Multiple Choice with single selection – No Short Answers.

Prog – Practical Problem Questions.

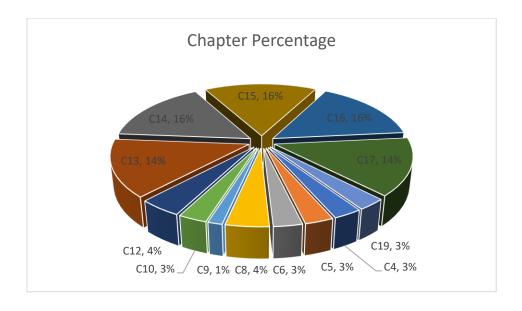
Prog problems are limited to max of three requirements. Requirements can be as simple as 1 line adjustment or up to 5 lines in one identified rectangle area. Number of lines to be added / modified will be indicated. This number is based on solution key that used code consistent with lecture notes and instructor presented demonstration code. Students are not allowed to modify any code that is outside of a red rectangle or marked area. This will void the question.

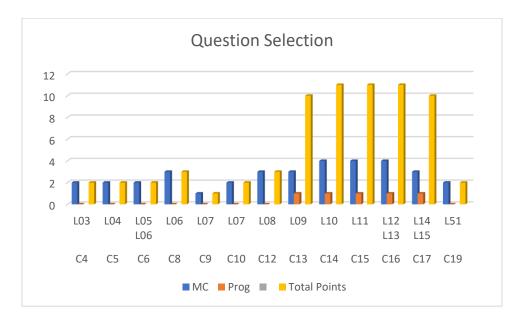
Most questions were (1) Selected from Lecture Notes and had corresponding entries in Text Book.

Questions were validated with Course Outline to ensure that they were within course scope.

Each question is directly or indirectly related to one or more course scope objectives.

# C. Test Question Selection Percentages





These charts may help you design a study plan to maximize your study material.

# D. Practical Component.

There are 5 Practical Questions. Each one will have up to 3 objectives.

Objectives are:

- (a) Fill in the missing code.
- (b) Correct the identified code to complete the objective.

No more that 5 lines of contiguous code will be involved in any single objective. Areas of involved will be outlined with a red square on the test sheet and with comments in the code. Any modification to code that is not identified in this manner will void the question that you are working on.

To assist you in your study I am providing you with a draft of each of the 5 practical questions before I generate the solution keys. They are currently only in a design stage.

Starter code will be provided in the Word Document as copy / paste text to be added into your IDE. The CSS will be the same for all questions.

Submission Requirements.

Generate a Word document. (NO ZIP or other compression).

First Page – Your Name, Student Number, Course Number "CP1295"

For each of the practical problems.

Follow directives for each of the required objectives.

Copy the code with labeling instructions that will be provided with each question.

# D1. Practical Problem 01

Practical Problem 01	Draft Sketch
Based on	
Lecture 09	Problem 01 - Password System
Chapter13	Troblem of -1 assword dystem
Using Forms	Access Code 1
Regular Expressions	
Range Testing	× × × × × Key 1 × C
Try / Catch	* × × × *
11) / Guidi	Key 2
Problems will be limited to	
(1) Range Testing	
(2) Regular Expression Testing All else will be functional	Validate Keys
Areas of concern will be indicated	
in the code AND in the test instructions	
	Access Code not entered - While Yellow - Access Code Correct - Keys Invalid
	Green - Access Code Correct and Keys are Valid

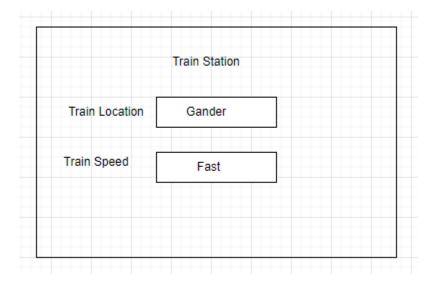
	After Code Secret Code
Text Prob	olem 01 - Password System
Access Code 1	
Key 1	
Key 2	
A	CCESS GRANTED
Message Updated	and all fields are locked. End of Practical 01

# D2. Practical Problem 02

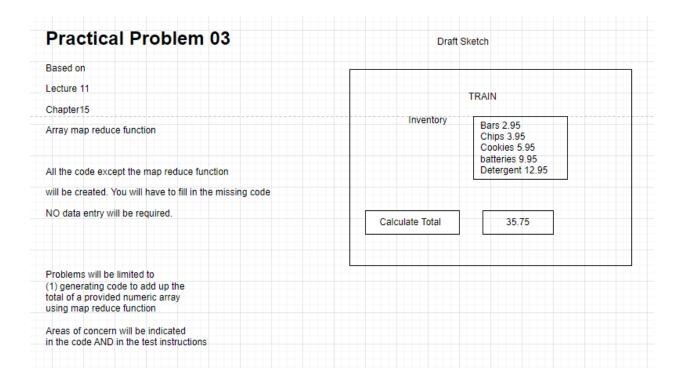
This code will require a working NODE.JS

And knowledge on how to use it correctly.

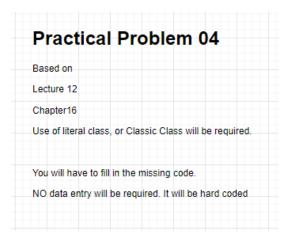
Practical	Problem	1 02		Draft Ske	etch
Based on			×		
Lecture 10				т	RAIN
Chapter14			×	Location	
Using Forms				Cocanon	St. John's
Cookies			×		Gander
NODE JS					Corner Brook
TrainStation code -	already written			0	Corrier Brook
×	*	×	×	Speed	
				0	Stopped
				0	Slow
Problems will be lim					Fast
(1) Train cookie ger (2) Sending cookie					
Areas of concern win the code AND in		ns		Send Data to	o Station
				After the bottons are selected and the SEND button is pressed the Train Station will be displayed as followed. It will use the cookle information that will match the selected buttons.	

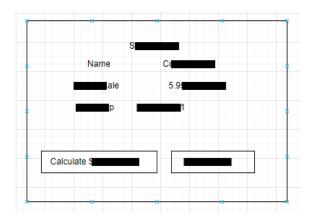


#### D2. Practical Problem 03



#### D3. Practical Problem 04





The problem will be a trivial one to understand. The focus will be on using the required version of generating an Object to solve the objective. In this question there will be the following objectives.

- a. comment out the existing variable(s) that are used for the calculations.
- b. create (or complete) the code to generate the object
- c. modify the message line to use the object

The object will be limited to two variables and one function.

#### D5. Practical Problem 05

# Practical Problem 05 Based on Lecture 14, Lecture 15 Chapter 15 Enclosure Example Provided - D2L Downloaded Code JS\_ClosureExample



Problems will be limited to Generating code to ×(1) Complete the Enclosure

Objective will be limited to

a. creating the enclosure code

b. connecting to the enclosure

code.



#### E. SCOPE RULES

#### Inclusions

(1) Code must be based on code demonstrated in this course or its pre-requisite course(s)

**Course Text Book** 

**Course Notes** 

**Course Handouts** 

- (2) DOM element selection techniques:
  - i. document.querySelector(sel )
  - ii. document.querySelectorAll(sel)
  - iii. for jQuery \$()
- (3) jQuery can be used to add existing elements created by document.createElement
  - i. but cannot be used to create elements such as "li" and "ul"
- (4) All elements have to be created using document.createElement()

#### **Exclusions**

- (1) Code must follow the following exclusion rule(s)
- a. Note: getElementByTag, innerHTML, outerHTML are not permitted in this test.
- b. Use of jQuery for element processing is restricted
  - i. jQuery cannot be used to create elements (directly or indirectly)

#### **Submission Rules**

- (1) Word Document that contains the following
- a. Your name and student number.
- b. Shots (if any) as indicated in the instructions for each question.
- c. JavaScript must be copied and pasted into Word Document as TEXT. DO NOT USE Screen shots of your java code. This will void the test as the test cannot be graded from screen shots of JavaScript code.