What's the output of the following code?:
```
/* =========================================== */
function draw() {
const canvas = document.getElementById('canvas');
if (canvas.getContext) {
const ctx = canvas.getContext('2d');
ctx.beginPath();
ctx.moveTo(25, 25);
ctx.lineTo(105, 25);
ctx.lineTo(25, 105);
}
}
/* =========================================== */
```
Seleccione una:

A stroked triangle with a vertex at (0, 0)

A rectangle with the longest side parallel to the Y-axis

Two parallel lines

A filled triangle with a vertex at (0, 0)

Two non parallel lines

It draws nothing

Pregunta2

In your code coverage report you have got 100% at branch coverage criteria. What that means?

Seleccione una:

That all the code has been executed, and therefore it's bug free

That you have explored all the differents branches in your code

That all your tests have been successful

That you have evaluated all the boolean sub expressions both to true and false

That all branches in your code will be executed with any input data

That you don't need to write additional tests for your code

Pregunta 3

What is Codecov useful for?

Seleccione una o más de una:

To check your code changes

To decide which coverage criteria is suitable for your code

To evaluate code coverage in your code

To compare code coverage reports

To compare your code changes

To evaluate a collection of coverage criteria on your code

Pregunta4

Indicate the parameters for invoking the strokeRect() method

Seleccione una:

(a, b, c, d)

a, b: coordinates of the starting point

c, d: coordinates of the ending point

(a, b, c, d)

a, b: width and height of the figure

c, d: coordinates of the starting point

(a, b)

a, b: coordinates of the starting point
(a, b, c, d)
a, b: coordinates of the starting point
c, d: width and height of the figure
The call needs no parameters

Pregunta5
Indicate which methods produce the writing of any kind of trace on the canvas
Seleccione una o más de una:
moveTo()
fillText()
stroke()
fill()
closePath()

Pregunta 6
Indicate which of the following are "path methods"
Seleccione una o más de una:
polynomialCurveTo()
moveTo()
renderPath()
ellipse()
closeArc()
circle()

Pregunta 7
Indicate what you need to get coverage reports
Seleccione una o más de una:
A .babelrc file
A GitHub account
A code coverage tool, like babel
An assertion library, like Chai
A test framework, like Mocha
Codecov
A code coverage tool, like Blanket.js

Pregunta8 (no se si estaba bien pero un metodo no es)
In Node.js What is exports?
Seleccione una:
None of the other options
A package
A function
A module
A method
A constant
An object

Pregunta9

Indicate what would be the functional coverage achieved if the following code were executed by the tests

```
/* ****** Code ************** */
function sayHello() {
console.log('Hello');
}
function callBye(data) {
if (data < 5) {
sayBye();
}
}
function sayBye() {
console.log('Bye');
}
/* ****** Tests ************** */
callBye(5);
callBye(3);
/* ************************** */
```

Seleccione una:
50%
33%
66%
25%
100%
0%

Pregunta10
Variables declared in a Module:
Seleccione una o más de una:
Can be accessed from other programs using that module via require, only if they are declared public

Are private to that module, unless they are declared with "var"
Can always be accessed from other programs using that module via require
Need to be declared public or private in the module

Are private to that module
Can be accessed from other programs using that module via require, except if they have been declared
private