

Instructions

1. This test consists of two(2) questions. Attempt all questions
2. Write your name and registration number on each of your answer sheet
3. This test carries 20 marks
4. Duration: **60 Minutes**

QUESTION ONE (9.5 marks)

(a) For each of the following, choose the most correct answer and write its letter on the answer sheet (0.5 mark each)

(i) What type of language is HTML?

- (A) Scripting Language
- ☒ (B) Markup Language
- (C) Programming Language
- (D) Network Protocol

(ii) What is the correct JavaScript syntax to change the content of HTML element below?

`<p id="demo">This is a demonstration.</p>`

- (A) `document.getElement("p").innerHTML = "Hello World!";`
- (B) `#demo.innerHTML = "Hello World!";`
- ☒ (C) `document.getElementById("demo").innerHTML = "Hello World!";`
- (D) `document.getElementByName("p").innerHTML = "Hello World!";`

(iii) Where is the correct place to insert a JavaScript?

- ☒ (A) The `<body>` section
- (B) The `<head>` section
- (C) The `<title>` section
- ☒ (D) Both the `<head>` section and the `<body>` section are correct

(iv) What is the correct HTML for referring to an external style sheet?

- ☒ (A) `<link rel="stylesheet" type="text/css" href="mystyle.css">`
- (B) `<style src="mystyle.css">`
- (C) `<stylesheet>mystyle.css</stylesheet>`
- (D) `<style rel="mystyle.css">`

(v) Which is the correct CSS syntax?

- ☒ (A) `body {color: black;}`
- (B) `body:color=black;`
- (C) `{body:color=black;}`
- (D) `{body;color:black;}`

(vi) What is the correct way to add 1 to the \$count variable in Javascript?

- (A) count++;
- (B) ++count
- (C) \$count +=1
- (D) \$count++;

(vii) How can you make a bulleted list with numbers in HTML?

- (A) <dl>
- (B)
- (C) <list>
- (D)

(viii) What tag is used to display a picture in a HTML page?

- (A) picture
- (B) image
- (C) img
- (D) src

(ix) Which HTML attribute is used to define inline styles?

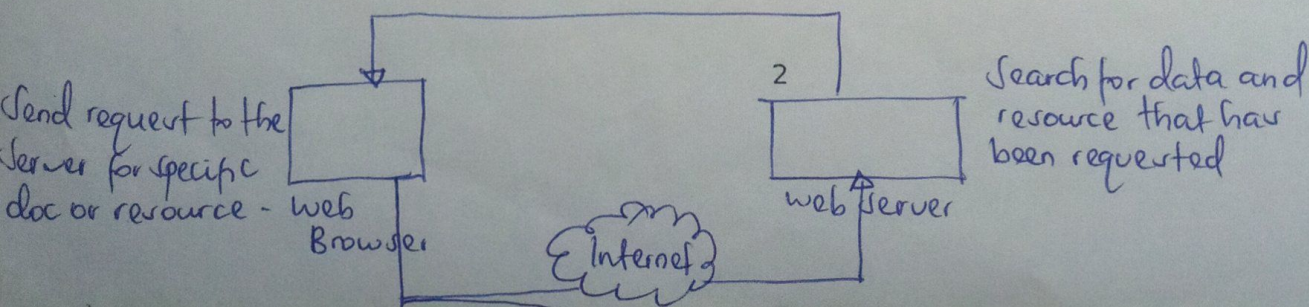
- (A) Font
- (B) Class
- (C) Styles
- (D) Style

(x) Which HTML tag produces the biggest heading?

- (A) <h7>
- (B) <h9>
- (C) <h4>
- (D) <h1>

(b) State whether each of the following statements is TRUE or FALSE. Write your answer in the answer sheet (0.5 mark each)

- (i) JavaScript does not require variables to have a type before they can be used in a script. **TRUE**
- (ii) The following are all valid variable names: _under_bar_ , m928134 , t5 , j7 , her_sales\$, his_\$account_total , a , b\$, c , z , z2 **TRUE**
- (iii) A valid JavaScript arithmetic expression with no parentheses is evaluated from left to right. **TRUE FALSE** ~~but evaluation based on rule of precedence~~
- (iv) <meta> tag cannot be defined in the <head> tag. **FALSE**



(c) Fill in the blanks in each of the following statements: (0.5 mark each)

- (i) Comments are used to document a program and improve its readability.
- (ii) A dialog capable of receiving input from the user is displayed with method of object Prompt
- (iii) A JavaScript statement that makes a decision is the if statement.
- (iv) Calculations are normally performed by Arithmetic operators.
- (v) A dialog capable of showing a message to the user is displayed with method of object Alert.

QUESTION TWO (10.5 marks)

- (a) With the aid of a diagram, brief explain the Client -Server model as applied to web applications. (2 marks)
- (b) What is the function of each of the elements of a table in HTML? (0.5 mark each)
 - (i) td - To show table data
 - (ii) th - To show table header
- (c) Categorize each of the following as either an element or an attribute: (0.5 mark each)
 - (i) br is Element
 - (ii) placeholder is Attribute
- (d) What displays in the message dialog when each of the given JavaScript statements is performed? Assume that $x = 2$ and $y = 3$. (0.5 mark each)
 - (i) `window.alert("x = " + x);` $x = 2$
 - (ii) `window.alert((x + y) + " = " + (y + x));` $5 = 5$
- (e) Write JavaScript statements that accomplish each of the following task: (0.5 mark each)
 - (i) Display the message "Enter two numbers" using the window object.
 - (ii) Assign the product of variables b and c to variable a.
- (f) Describe the following ways of passing arguments to JavaScript functions/methods: (1 mark each)
 - (i) Pass-by-value
 - (ii) Pass-by-reference
- (g) With an example, briefly explain each part of a URL (1 mark)
- (h) With examples, describe 3 ways/techniques for using CSS in HTML documents?(1.5 marks)

i) `<script type = "text/javascript">`
`<!--`
`window.alert("Enter two numbers");`
`// -->`
`</script>`

ii) `<script type = "text/javascript">`
`<!--`
`var a;`
`var b;`
`var c;`
`a = b + c;`
`// -->` `</script>`

Call by Value - Means Caller and Callee have the Independent Variables with different same Value. If the Callee modifies the Variable, effect reaches to the Caller

Pass by Reference - Means the Caller and Callee have same Variable and same Value. If the Callee modifies the Variable effect is seen to the Caller.