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WGU Web Development Applications (KVO1)

WGU Web-Development-Applications

Version Demo

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QUESTION NO: 1

Which HTML elements support the ` < script > ` tag to invoke JavaScript code?

Choose 2 answers:

A. body

B. head

C. form

D. meta

E. title

ANSWER: A B C

Explanation:

The `<script>` element is valid in `<head>`, where it is metadata content and can load or contain JavaScript needed by the document. It is also valid in `<body>`, where scripts commonly run after, or alongside, document content. A `<script>` element is additionally valid within a `<form>` because `<form>` accepts flow content and `<script>` is categorized as flow content. For example, a form may include a script that attaches event handlers, validates fields, or initializes form-related behavior. The script does not have to be a direct child of `<body>`; being placed in a valid body descendant such as a form is permitted by the HTML content model. The HTML Standard identifies `<script>` as metadata, flow, phrasing, and script-supporting content, while the form element's permitted content is flow content. See the HTML Standard's script element definition and the HTML Standard's form content model.

QUESTION NO: 2

Which step helps ensure that code passes validation?

A. Adopting a single standard

B. Adopting multiple standards

C. Avoiding references prior to HTML version 4.01

D. Avoiding references prior to HTML version 5

ANSWER: A

Explanation:

Adopting a single standard helps ensure code passes validation because validators evaluate a document against the defined syntax, structure, and rules of a specific language version or document type. A web page that consistently uses one declared markup standard gives the validator an unambiguous set of rules to apply. For example, an HTML document using the HTML5 doctype should use HTML5-conforming elements, attributes, nesting, and syntax throughout the document. Consistency also makes it easier for developers to identify and correct actual markup errors rather than trying to reconcile conflicting conventions from different specifications. The WHATWG HTML Standard defines the current HTML syntax and conformance requirements, while the W3C Markup Validation Service provides a practical tool for checking a document against its declared document type. Selecting and consistently following one standard therefore supports predictable validation results and maintainable code. See the WHATWG HTML Living Standard and the W3C Markup Validation Service.

QUESTION NO: 3

Given the following javaScript code:

Which code segment calls the method?

A. Obj,sayHello;

B. Window,sayhello();

C. Obj.sayHello();

ANSWER: C

Explanation:

`Obj.sayHello();` calls the `sayHello` method on the object named `Obj`. JavaScript uses dot notation to access a property or method that belongs to an object: the object identifier appears first, followed by a period and the method name. The parentheses are essential because they invoke the function rather than merely referring to it. The semicolon ends the JavaScript statement. JavaScript identifiers are case-sensitive, so the capitalization in both `Obj` and `sayHello` must match the identifiers defined in the supplied code exactly. This is the standard object-method invocation syntax used throughout client-side JavaScript. MDN describes property access using dot notation and shows that a function stored as an object property is invoked by adding parentheses after the property name. See MDN: Property accessors and MDN: Working with objects.

QUESTION NO: 4

Which video formats does the < video > element in HTML5 support?

Choose 2 answers.

A. QuickTime

B. FLV

C. AVI

D. WebM

E. MPEG-4

ANSWER: D E

Explanation:

WebM and **MPEG-4** are the intended HTML5 video choices. WebM is a web-focused media container commonly paired with VP8, VP9, or AV1 video codecs and is broadly supported by current browsers. MPEG-4, generally delivered as an `.mp4` file and commonly using H.264/AVC video with AAC audio, is also a standard practical choice for HTML video delivery and has especially strong cross-browser and device compatibility. The `<video>` element plays media resources supplied directly through its `src` attribute or nested `<source>` elements; authors can provide both WebM and MP4 sources so the browser selects a format it can decode. In practice, support depends not only on the container name but also on the audio/video codecs encoded within that container and on the browser or platform. MDN documents WebM and MP4 among the media formats used with HTML video, while also recommending multiple sources when compatibility is needed. See the MDN video codec guide and the HTML Living Standard video element specification.

QUESTION NO: 5

A file named application, Appchache contains the following content:

Which attribute should a developer set to application. Appchache so the four files will be cached?

A. The src attribute of the

B. The srcset attribute of the element

C. The manifest attribute of the element

D. The href attribute of the element

ANSWER: C

Explanation:

The manifest attribute of the <html> element is the correct answer because, under the legacy HTML Application Cache mechanism, it associates an HTML document with a cache manifest file. For example, an HTML document could declare `<html manifest="application.appcache">`. When the browser processed that document, it retrieved the referenced manifest and used its `CACHE:` section to identify resources that should be stored locally, such as the listed HTML, CSS, JavaScript, and image files. The manifest is therefore declared on the root HTML element, since it defines offline-cache behavior for the document as a whole rather than for one embedded resource. The historical HTML specification defines the `manifest` attribute as the attribute that gives the address of an application cache manifest for the document. See the W3C HTML specification's HTML element definition. Application Cache/AppCache is now obsolete and should not be used for new applications; modern offline web applications normally use service workers and the Cache API. Nevertheless, for this legacy AppCache question, setting the HTML element's manifest attribute to the manifest file is the required mechanism. MDN documents the modern replacement approach in its Service Worker API guide.

QUESTION NO: 6

Which HTML element should a developer use to logically group a set of related HTML elements?

A. Datalist

B. Select

C. Fieldset

D. input

ANSWER: C

Explanation:

`<fieldset>` is the appropriate element for logically grouping related form controls and their associated content within an HTML form. It provides semantic structure by indicating that controls such as text inputs, checkboxes, radio buttons, and select menus belong to one related group—for example, a set of contact details or delivery preferences. A `<fieldset>` can include a `<legend>`, which supplies a caption describing the group. This is especially valuable for accessibility: assistive technologies can convey the group label and relationship to users as they navigate the contained controls. The element also has a default visual presentation in most browsers, typically a border surrounding the grouped content, although its appearance can be styled with CSS. Using `<fieldset>` communicates the form's intended structure in the HTML itself rather than relying only on visual layout. The HTML specification defines `<fieldset>` as a form-associated element that represents a set of form controls, optionally grouped under a caption supplied by `<legend>`. See the MDN fieldset element reference and the WHATWG HTML specification for fieldset.

QUESTION NO: 7

Which formats does the < audio > element in HTML5 support?

Choose 2 answers.

A. WAV

B. WMA

C. Ogg

D. MPEG-4

E. M4A

ANSWER: A C

Explanation:

`WAV` and `Ogg` are supported audio formats for use with the HTML5 `<audio>` element. WAV is commonly used for uncompressed PCM audio and is supported by modern browsers, although the resulting files can be substantially larger than compressed alternatives. Ogg is a media container commonly paired with the Vorbis audio codec (and, in modern usage, sometimes Opus). It is an open format and has long been a standard HTML audio choice in browsers such as Firefox, Chrome, and Opera. An author can provide more than one `<source>` inside an `<audio>` element so that the browser selects a source whose container and codec it can decode. For example, a page may provide Ogg alongside another broadly supported compressed source to improve cross-browser playback. The HTML specification defines the media element and source-selection behavior, while actual support depends on the browser's implemented codecs. MDN lists Ogg and WAV among the media formats used with HTML audio and documents the use of multiple source files for compatibility. See MDN: <audio> and MDN: Web audio codec guide.

QUESTION NO: 8

What is an advantage that mobile websites have over mobile apps when it comes to development?

A. Cross-platform portability

B. Full control of the user interface

C. Ability to use all device capabilities

D. Code that runs locally

ANSWER: A

Explanation:

Cross-platform portability is a key development advantage of mobile websites. A mobile website is delivered through a web browser and is generally built with shared web standards such as HTML, CSS, and JavaScript. This allows a development team to maintain one responsive codebase that can be accessed on many device types and operating systems, including phones and tablets running different platforms. Rather than creating, packaging, reviewing, publishing, and updating separate native application builds for each target platform, developers can deploy changes to the web server and make the updated site available immediately to users who visit it in a compatible browser.

Responsive web design strengthens this advantage by allowing the same content and interface to adapt to varying viewport sizes, orientations, and input methods. This can reduce duplicated implementation effort and simplify ongoing maintenance, testing, and release management when the application's requirements can be met through browser-based capabilities. The World Wide Web Consortium describes responsive design as an approach that enables web content to adapt to different devices and screen sizes. MDN also documents the browser-based web platform and its standard technologies, which support this broad reach. See W3C guidance on designing for mobile and responsive use and MDN's Responsive Design guide.