structural

 :r1 define the structure of the document, eg: < h1 >

 :r2 describe the content of the page (text, image ...)

 :r3 determine the appearance of individual elements

 :r4 do not exist

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Header

 :r1 is given by tag <html>

 :r2 Contains DTD directive

 :r3 Contains metadata (encoding, title, author, cascading styles ...)

 :r4 Contains the <body> tag and includes page text

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

HTML editor of WISIWYG type

 :r1 requires the user to know the language of the language

 :r2 allows the user to fold a page without knowledge of HTML

 :r3 is a text editor that adds text coloring, tag help

 :r4 works exclusively with the text format of HTML page

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

Tags &lt;b&gt;, &lt;i&gt;, &lt;strong&gt;

 :r1 is used to edit the appearance of the text

 :r2 are for header formatting

 :r3 describe the nature of the element content

 :r4 determine the document structure (define the headings and paragraph)

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

CSS

 :r1 is the language for writing a Web page

 :r2 is the language for programming web applications

 :r3 is the query language for database systems.

 :r4 is the language to describe the way elements are displayed on pages written in HTML, XHTML or XML

:r1 0

:r2 0

:r4 2 ok

--

It is possible to write CSS to the page code

 :r1 only using the <style> element, another way is not possible

 :r2 using the <style> element, either as an inline entry or using a declaration, or using the <link> element with a reference to an external file

 :r3 only by using <link> with reference to an external file

 :r4 using database queries only

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

Marking !important

 :r1 indicates an important part of the code, serves as a highlighted comment

 :r2 does nothing, it is not part of the CSS definition

 :r3 will increase the force of the declaration, preferring a weaker declaration before the stronger

 :r4 is used to highlight text on a web page

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

CSS allows

 :r1 vs. HTML less options to format page layout

 :r2 separation of structure and content, where HTML is defined appearance and in CSS then content

 :r3 format any XML language

 :r4 format HTML pages only

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

CSS 2 introduced selectors where

 :r1 \* is a universal selector, A-B descendant selector, A+B parent and offspring, A/B sibling selector

 :r2 \* is universal selector, A>B descendant selector, A+B sibling selector

 :r3 is a universal selector, A\*B descendant selector, A\B parent and offspring

 :r4 is universal selector, A\*B descendant selector, A\B parent and offspring, A-B sibling selector

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

CSS 2 also introduces pseudo-classes and pseudo-elements. Pseudoelement : first-line

 :r1 allows you to format the first line

 :r2 allows you to format the first column

 :r3 allows you to format the first character

 :r4 allows you to format the first paragraph

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

CSS 2 defines pseudo-class links <br />

(do not consider the space between the colon and the identifier)

 :r1 Unvisited link : before, Visited link : after, Focused link : first, Link under mouse pointer : under, Active link : activated

 :r2 Unvisited link : first-link, Visited link : after, Focused link : here, Link under mouse pointer : down, Active link : active

 :r3 Unvisited link : focus, Visited link : link, Focused link : focus, Link under mouse pointer : active, Active link : hover

 :r4 Unvisited link : link, Visited link : visited, Focused link : focus, Link under mouse pointer : hover, Active link : active

:r1 0

:r2 0

:r3 0

:r4 2 ok

--

CSS 3

 :r1 does not support animation, transparency (opacity), and does not support rounded corners on block elements

 :r2 as the first standard defines word colors and introduces length units

 :r3 is associated with HTML5 and exploits its features

 :r4 prohibits 2D and 3D transformations and drag'n'drop methods

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

JavaScript is

 :r1 programming (scripting) language for creating stand-alone applications

 :r2 language for creating server scripts

 :r3 another name for the JAVA programming language

 :r4 language for creating client scripts, or used as a built-in scripting language

:r1 0

:r2 0

:r4 2 ok

--

JavaScript

 :r1 unlike JAVA, does not support objects

 :r2 has a syntax similar to JAVA and C, is case sensitive

 :r3 can be used to create standalone executable applications

 :r4 is web-only, can not be used as a built-in scripting language

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

JavaScript

 :r1 like PHP can be connected to HTML using the tag < script >as an external file or directly into the HTML stream or you can use in-line script

 :r2 must always be located in an external file and can not be pasted directly into HTML

 :r3 does not work with HTML at all

 :r4 can only be written to the HTML stream and can be in an external file by using inline writing

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Among the disadvantages of JavaScript include:

 :r1 Inability to work with objects

 :r2 the user can disable JavaScript, JavaScript can not access files other than cookies

 :r3 can not disable it, has unlimited access to any files (it is dangerous)

 :r4 There is only one version in all browsers that is not updating

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

We have objects in the class of people(). This class has the method greeting(). Calling the method greeting to a object people looks like:

 :r1 people.greeting()

 :r2 greeting().poeple()

 :r3 people(greeting())

 :r4 greeting(people())

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Javascript has access

 :r1 to any object

 :r2 only to the browser window objects

 :r3 only to Math, Date, and String objects that they create

 :r4 to browser window objects, page elements, Math, Date, String, and created objects

:r1 0

:r2 0

:r3 0

:r4 2 ok

--

Object Window

 :r1 is the lowest in the hierarchy of objects

 :r2 is the top of the object hierarchy

 :r3 does not exist

 :r4 is inaccessible and can not work with it

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

Date objects

 :r1 serves only for work with date

 :r2 serves only for work with time

 :r3 can be used, for example, for creating a calendar or timer, working with date and time

 :r4 serves to work with higher math

:r1 0

:r3 2 ok

:r4 0

--

XML (eXtensible Markup Language)

 :r1 is the language that serves to exchange information, its effectiveness depends on the structure

 :r2 is the language to indicate the information or program code, the so-called markup language,

 :r3 is an effective format for storing information, but can not be easily converted to other formats, man is unreadable

 :r4 has no standards and is not internationally supported

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

XML document

 :r1 always contains at least two root elements

 :r2 always contains just one root element

 :r3 is used to write only numeric values

 :r4 can not be used to store information

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

JSON - JavaScript Object Notation

 :r1 is a way to write JavaScript

 :r2 is the programming language for creating JAVA applications

 :r3 is a lightweight format for data exchange

 :r4 is used to implement the database

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

JSON

 :r1 is used to compress data

 :r2 is unreadable to humans, the compiler needs to extract information

 :r3 is used to store only image information

 :r4 is a text-based, completely independent format for data exchange

:r1 0

:r2 0

:r3 0

:r4 2 ok

--

Web server

 :r1 is the computer where the web pages are displayed

 :r2 is a computer or computer program responsible for handling HTTP(S) requests from clients

 :r3 is a computer that translates the text URL of a Web page to a number and redirects the request to the correct location

 :r4 is a program used to create HTML pages

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

HTTP

 :r1 is used to exchange hypertext documents in HTML format

 :r2 is used to create HTML pages and documents

 :r3 allows secure data transfer and supports encryption

 :r4 protocol describing the method of transmission of video data and video signals

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

The source of information for the server can be:

 :r1 only static content (prepared HTML pages that can not be changed)

 :r2 only dynamic content (always generated based on request, some data base is needed to get the necessary data)

 :r3 static (prepared) and dynamic (generated based on client requests) content

 :r4 only audio or video signal

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

HTTPS

 :r1 is a protocol that allows secure communication in a computer network

 :r2 is the file exchange protocol

 :r3 does not allow encryption

 :r4 Data transmitted by HTTPS is visible to everyone

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Apache HTTP server

 :r1 is the computer through which all HTTP requests go

 :r2 is a server software that does not support a programming language other than HTML and CSS

 :r3 is a software web server with support for many features and languages

 :r4 is a search engine for websites

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

IIS (Internet Information Service)

 :r1 is an information exchange service

 :r2 is the Microsoft software server created for Windows

 :r3 is a Microsoft physical server for collecting user information (access is prohibited)

 :r4 is a server dedicated to file sharing, just like FTP

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

NGINX

 :r1 is a physical server processing the video transfer requirements

 :r2 is a software web server that is very demanding and low in performance

 :r3 is a Chinese social network

 :r4 is a software web server with load managment and reverse proxy

:r1 0

:r2 0

:r3 0

:r4 2 ok

--

NGINX

 :r1 is a software web server focused primarily on high performance and low memory demands

 :r2 does not allow to set the connection limit from one IP address, so it can not prevent overloading

 :r3 does not support modules, it can not be easily expanded

 :r4 does not support HTTP and HTTPS protocol, it only serves to exchange files

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

PHP

 :r1 is a scripting language designed exclusively for Windows

 :r2 is a platform-independent scripting language designed primarily for programming dynamic web sites and web applications

 :r3 is a scripting language that can not be used to create larger applications

 :r4 is a client scripting language, commands are done on the client side and the application does not burden the server

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

PHP

 :r1 for its incompatibility with different operating systems is used only marginally

 :r2 thanks to many libraries and access to databases is one of the most widely used scripting languages ​​for the web

 :r3 only supports HTTP and FTP protocol

 :r4 does not allow access to databases in any way

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

Variables in PHP

 :r1 The data type of the variable is always bound to a specific variable, the casting can only be performed using the functions

 :r2 Once a created variable can not be deleted, it can only be overwritten. Deleting occurs only after the script has finished.

 :r3 The data type of the variable is bound to the value not the variable

 :r4 are string or math types only

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

PHP

 :r1 is specialized for a website and has broad suppurt in web hosting services

 :r2 is primarily designed to create stand-alone applications similar to C language

 :r3 does not support object-oriented programming

 :r4 requires special scripting software

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

The following character is used to separate instructions:

 :r1 star \*

 :r2 semicolon ;

 :r3 colon :

 :r4 hash #

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

OOP in PHP

 :r1 Although PHP supports objects, it does not allow inheritance

 :r2 PHP has only private methods (functions)

 :r3 PHP allows you to enter and change undeclared attributes

 :r4 PHP does not support OOP

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

Array types in PHP

 :r1 PHP allows you to create only indexed arrays

 :r2 PHP does not support multidimensional arrays

 :r3 You can use indexed, associative and multidimensional arrays in PHP

 :r4 Only text and numeric variables can be inserted into PHP arrays, not objects

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

Variables in PHP

 :r1 The name of each variable starts with a dollar sign ($), a character equal to (=) is used to assign a value.

 :r2 the name of each variable starts with an asterisk (\*), the double-equal character (==) is used to assign the value

 :r3 The variable name must not contain digits and underscore

 :r4 The variable names are not case-sensitive

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Which of the follows is not a database objects

 :r1 TABLE

 :r2 TRIGGER

 :r3 ROLLBACK

 :r4 VIEW

:r1 0

:r2 0

:r3 2 ok

:r4 0

--

Which of the follows is not SQL Command for DML (Data Manipulation Language)

 :r1 CREATE

 :r2 SELECT

 :r3 MERGE

 :r4 SHOW

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

Which of the follows is not SQL statements for DDL (Data Definition Language):

 :r1 START TRANSACTION

 :r2 CREATE

 :r3 ALTER

 :r4 DROP

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

The SQL commands for Data Control Language (DCL) do not include:

 :r1 GRANT

 :r2 DELETE

 :r3 ROLLBACK

 :r4 REVOKE

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

DOM (Document Object Model)

 :r1 treats each HTML element as an object

 :r2 is the way to create a text document

 :r3 has no meaning, it's just the theoretical model of document structure description

 :r4 Each element of an HTML document is written to a database and is accessible through SQL commands

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

In the DOM

 :r1 Each object has certain properties - attributes, but can not respond to events

 :r2 each object must be identified by an ID or a name

 :r3 has each object properties-attributes, it can react on events, but not need be identified

 :r4 there are no objects

:r1 0

:r2 2 ok

:r3 0

:r4 0

--

DOM

 :r1 can be used to efficiently create dynamic tables and dynamically modify formatting using CSS

 :r2 can not be used to dynamically create new objects in an HTML document, it is only possible to change their values

 :r3 can only be used to edit HTML, not CSS and other files

 :r4 The individual elements (objects) are served by PHP and SQL

:r1 2 ok

:r2 0

:r3 0

:r4 0

--

DOM

 :r1 can not be used to access XML documents

 :r2 is the application interface defining the general standard for accessing any valid HTML or properly structured XML document

 :r3 is dependent on the programming language

 :r4 defines standards for creating HTML documents

:r1 0

:r2 2 ok

:r3 0

:r4 0