

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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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().people()

:r3 people(greeting())

:r4 greeting(people())

:r1 2 ok

:r2 0

:r3 0

:r4 0

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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

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## 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

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## 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

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## 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

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## 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

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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

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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

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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

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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

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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

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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

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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

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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

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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 management and reverse proxy

:r1 0

:r2 0

:r3 0

:r4 2 ok

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## 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

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## 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

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## 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

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#### 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

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#### PHP

:r1 is specialized for a website and has broad support 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

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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

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#### 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

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#### 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

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#### 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

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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

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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

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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

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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

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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

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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

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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

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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