

# Quiz 4: JavaScript Events and DOM

**Due** Oct 3 at 11:59pm

**Points** 10

**Questions** 10

**Available** Sep 29 at 5pm - Oct 3 at 11:59pm

**Time Limit** 15 Minutes

This quiz was locked Oct 3 at 11:59pm.

## Attempt History

	Attempt	Time	Score
LATEST	<a href="#">Attempt 1</a>	15 minutes	9 out of 10

Score for this quiz: **9** out of 10

Submitted Oct 1 at 9:35am

This attempt took 15 minutes.

### Question 1

1 / 1 pts

Which of the following statements is false about the Document Object Model (DOM) of a webpage ?

**Correct!**

- ☒ It remains static throughout the execution of the web application
- ☐ Changes to the DOM are often reflected in the rendered web page
- ☐ It can be modified from within the JavaScript code
- ☐ It's initial state is based on the HTML code

### Question 2

0 / 1 pts

When a timer set using `setTimeout` expires, when does it execute the associated function handler (assume that no other event is ready in

the event queue at that time) ?

u Answered

☐ Right away, in parallel with the current code

☒ Right away, preempting the current code

☐ None of the others

rrrect Answer

☐ Waits until the current code finishes, without preempting it

### Question 3

1 / 1 pts

The main advantage of using the DOM 2.0 model (i.e., using `addEventListener`) compared to the DOM 1.0 model (i.e., using `onClick`, `onLoad` etc) is

Correct!

☒ Multiple handlers can be registered with DOM 2.0, without being aware of the other handlers

☐ Multiple handlers can be removed in DOM 1.0, in a single function call

☐ Multiple handlers can be registered with DOM 1.0, without being aware of the other handler

☐ Multiple handlers can be removed in DOM 2.0, in a single function call

### Question 4

1 / 1 pts

The main reason we use closures in event handlers used in asynchronous events (e.g., timers, event handlers for DOM elements etc.) is



To make the handler more robust so that it can handle its own exceptions

**Correct!**



To remember the state at the time of setting up the handler



To make the handler difficult to invoke as a standalone function



None of the others

### Question 5

1 / 1 pts

When you click on a element in a DOM tree 'e', which is the descendent of an element 'a' in the DOM tree, the order of event handler invocation is (assume all event handlers are registered)

**Correct!**



Capture a, e, Bubble a



e, Capture a, Bubble a



None of the others



Capture a, Bubble a, e

### Question 6

1 / 1 pts

Which of the following DOM element selector calls subsumes the other three (i.e., it's possible to achieve the same things as the other ones in a single function call)

Correct!

- ☐ `getElementsByTagName`
- ☒ `querySelectorAll`
- ☐ `getElementById`
- ☐ `getElementsByClassName`

### Question 7

1 / 1 pts

Which of the following is NOT a characteristic of the lists returned by `getElementsByTagName` and `getElementsByClassName`

- ☐ The lists may have length 0 if no such element is found in the DOM
- ☐ The lists themselves cannot be modified, though their elements can
- ☒ None of the others
- ☐ The lists are live lists, i.e., they're updated if the DOM changes

Correct!

### Question 8

1 / 1 pts

Which of the following is a characteristic of textnodes (Node Type = 3) in the DOM tree

- ☐ They cannot be used in headings
- ☐ Their contents are case insensitive
- ☒ They are terminal nodes

Correct!

- ☐ They must be accessed in a recursive fashion

### Question 9

1 / 1 pts

When you add a new field to a DOM node by treating it as a JavaScript Element object, which of the following is true ?

- ☐ None of the others
- ☒ The field may not be rendered by the browser
- ☐ The field may be only be added if it is already in its prototype
- ☐ The field has to be of primitive type (i.e., non-object)

Correct!

### Question 10

1 / 1 pts

The main reason(s) it is bad practice to use innerHTML directly to manipulate the DOM is

- ☐ It leads to code that is difficult to maintain
- ☐ It breaks the DOM abstraction
- ☐ It throws away the entire DOM rooted at the node being replaced
- ☒ All of the others

Correct!

Quiz Score: **9** out of 10