JS Briefing

Total points 45/50

part- 1

Email *

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✓ What will the code block log to the console? *

5/5

```
let runTime = 35;
let runDistance = 3.5;

if (runTime <= 30 && runDistance > 3.5) {
  console.log("You're super fast!");
} else if (runTime >= 30 && runDistance <= 3) {
  console.log("You're not making your pace!");
} else if (runTime > 30 || runDistance > 3) {
  console.log("Nice workout!");
} else {
  console.log("Keep on running!");
}
```

- (●) Nice workout! ✓
- ( ) You’re not making your pace!
- ( ) You’re super fast!
- ( ) isHungry !== false

Feedback

👏

Correct!

✗ What will the following code log to the console? * ⋯/5

```
let needTacos = true;

if (needTacos) {
   console.log("Finding tacos");
} else {
   console.log("Keep on keeping on!");
}
```

- ○ Keep on keeping on!
- ◉ Finding tacos ✗

No correct answers

✓ What will the code block log to the console? * 5/5

```
let groceryItem = "apple";

switch (groceryItem) {
 case "tomato":
  console.log("Tomatoes are $0.49");
  break;
 case "lime":
  console.log("Limes are $1.49");
  break;
 case "papaya":
  console.log("Papayas are $1.29");
  break;
 default:
  console.log("Invalid item");
  break;
}
```

- ○ Tomatoes are $0.49
- ○ Papayas are $1.29
- ◉ Invalid item ✓
- ○ Limes are $1.49

Feedback

👋
Correct! Since groceryItem = "apple", it does not match any of the cases, so the default block will run.

✓ If **isHungry** equals **true**, which of the following expressions evaluates to **true**? *5/5

- !isHungry === true
- !isHungry
- isHungry === false
- isHungry !== false ✓

Feedback

👏

Correct!

✓ What is the correct way to call the **random** method on the **Math** global object? *5/5

- Math(random)
- Math.random() ✓
- random.Math()
- math.random()

Feedback

👏

Nice work! This is the correct syntax.

✓ What will the following code print to the console? * 5/5

```
let num = 10;
num *= 3;
console.log(num);
```

- ○ 'num'
- ◉ 30 ✓
- ○ 3
- ○ 10

Feedback

👏

*Correct! *= will multiply the num by 3 and then reassign the value of num to that result.*

✓ What is the correct way to call a string's built-in method? * 5/5

- ○ toUpperCase.'codecademy'();
- ○ 'codecademy'.toUpperCase;
- ◉ 'codecademy'.toUpperCase(); ✓
- ○ toUpperCase('codecademy');

Feedback

👏

Nice work! .toUpperCase() is appended to the string to call it.

✓ What is the outcome of this statement? * 5/5

```
console.log('hi!'.length);
```

- (●) 3 is printed to the console. ✓
- ( ) 'hi!'.length will be printed to the console.
- ( ) 1 is printed to the console.
- ( ) hi! is printed to the console.

Feedback

👋

Nice work! .length will access the length property of hi! which is 3 characters long.

✓ How would you properly refactor this code block using the ternary operator? *5/5

```
if (walkSignal === 'Walk') {
   console.log('You may walk!');
} else {
   console.log('Do not walk!');
}
```

- ○ walkSignal ? console.log('You may walk!') : console.log('Do not walk!');
- ○ walkSignal === 'Walk' ? ('You may walk!') : ('Do not walk!');
- ◉ walkSignal === 'Walk' ? console.log('You may walk!') : console.log('Do not walk!'); ✓
- ○ walkSignal === 'Walk' : console.log('You may walk!') : console.log('Do not walk!');

Feedback

👏

Correct!

✓ What is string interpolation? * 5/5

- ○ Changing the value of a variable.
- ◉ Using template literals to embed variables into strings. ✓
- ○ Joining multiple strings together using operators like +
- ○ Printing a string to the console.

Feedback

👏

Correct! String interpolation is when we insert, or interpolate, variables into strings using template literals.