← **Event–Driven Programming**   **2/3 points (66%)**

Practice Quiz, 3 questions

points

○ id

○ value

● onclick

Correct
Correct!

❌ **2.** The following canvas element is defined using HTML:

0 / 1
points

```
1 ▾ <canvas id="can">
2    </canvas>
```

You would like to create a JavaScript variable **canvas**.

```
1  var canvas = ?
```

What code goes to the right of the assignment operator (equals sign) in order to get this element?

Enter answer here

Incorrect Response

✔ **3.** You have defined the following HTML slider input element.

1 / 1
points

```
1  <input type="range" min="10" max="100" value="10" id="sldr" oninput
       ="doThing()" >
```

You have accessed this element in the JavaScript function doThing()

```
1 ▾ function doThing() {
2     var sliderinput = document.getElementById("sldr");
3     // code goes here
4  }
```

What line of code will declare a variable **size** and initialize it to be the number from the slider?

○
```
1  var size = sliderinput.value();
```

●
```
1  var size = sliderinput.value;
```

Correct
Correct!

○
```
1  var size = sldr.value();
```

○
```
1  var size = sldr.value;
```

👍 👎 🚩