

Congratulations! You passed!

Grade received 85.71% To pass 80% or higher

Retake the assignment in $\bf 7h$ $\bf 59m$

Go to next item

Module 3 Quiz

Latest Su	bmission	Grad	le 85.	71%
-----------	----------	------	--------	-----

1.	Do you need a loop inside a loop to generate the seats for the venue in the seat reservation project, and if so, why?	0 / 1 point	
	The loop inside the loop is necessary because there are three sections and you have to loop through all three of them.		
	O Generating the seats in JavaScript is not an option. Instead, manually create 300 unique divs because it will be more efficient within the program.		
	O The loop inside the loop is not necessary. You can use switch statements instead.		
	O You need a loop within a loop because each section has rows and each row has seats.		
2.	Could seats for the venue be generated using a different method or numbering scheme?	1/1 point	
	Yes, but you would need to change your approach to the whole project.		
	O No, the seats have to be numbered according to the scheme provided for the application to work properly.		
	Yes, as long as each seat gets a unique ID they could be organized in any number of ways.		
			
3.	What does the placement variable represent from the createRows() function shown below?	1/1 point	
	switch (placement) {	-/- -	
<pre>case "left": html += `<div class="label">\${row}</div>`; break;</pre>			
	<pre>case "right": counter = counter + (rowLength - sectionLength); break;</pre>		
	<pre>default: counter = counter + ((rowLength - sectionLength) / 2);</pre>		
	3		
	O The placement variable is used to identify each unique id of each seat in the venue.		
	The placement variable is used to identify how many seats are needed for each row.		
	O The placement variable is optional and can be left empty.		
	The placement variable is used to identify which section of the seating venue you are currently trying to fill with seats.		
4.	Identify the ultimate goal for this part of the project.	1/1 point	
 The goal for this part of the project is to create the user interface that users would interact with, while selecting seats to reserve in the venue. The goal for the second part of the project is to create the seats in the venue, ensuring that each seat has a unique id, following the specified pattern. 			
	O The goal for Seat Reservation part 2 is to make it possible for users to select seats and save them to the object at the top of the page.		

	y	1/ 1 bound		
	✓ The splice method takes an index number used to indicate where to start splicing the array.			
	○ Correct			
	The splice() method is an array method and can be used only on arrays.			
	○ Correct			
	☐ The splice() method should not be used because it's deprecated.			
	☐ The splice() method is used on strings and objects.			
	The splice method takes a second argument indicating how many elements to remove from the array, starting at the splice location.			
	○ Correct			
	☐ The splice() method allows you to splice two arrays into one.			
6.	Identify user interface issues that the manageConfirmForm function has to address. (Select all that apply.)	1/1 point		
	☐ It limits the number of seats any individual can reserve at once			
	It will handle errors, such as user typing bad data into the form.			
	☑ Display the correct message if a user chooses one seat or multiple seats.			
	☐ It will only allow users to reserve a seat if they are logged in.			
	✓ Users trying to reserve seats without having selected seats to reserve.			
	○ Correct			
7.	Identify ways the seat reservation program could be further adapted or modified. (Select all that apply.)	1/1 point		
	✓ You could connect this project to a database to hold on to data, long term.			
	⊘ Correct			
	✓ Could be modified to restrict access to seats adjacent to occupied seats for "social distancing".			
	⊘ Correct			
	✓ Other venues with different seating arrangements.			
	⊘ Correct			
	☐ The script can not be modified without losing functionality.			
	Could limit the number of seats a particular user can reserve at once.			
	⊘ Correct			