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Grade received 87.50% **To pass** 80% or higher

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Go to next item

Module 3 Quiz

Latest Submission Grade 87.5%

1. Identify the different ways objects can be initialized in JavaScript. (Select all that apply.) **1 / 1 point**

- [ ] The only way to create an object in JavaScript is with the object.make() method.
- [x] Objects can be created using the new keyword like this: new Object();

Correct
Refer to the MDN website for other ways to create objects.

- [ ] New objects can not be created in JavaScript. You have to use the objects that already exist.
- [ ] You can convert arrays into objects by using the convert() method.
- [x] Objects can be created as literals using curly braces and creating key value pairs.

Correct
Refer to the MDN website for other ways to create objects.

2. Identify errors in the code below: (Select all that apply.) **1 / 1 point**

```
var person = {
    "firstname": "Jose";
    "lastname": "Garcia";
    "age": 25
}
```

- [ ] 25 should be in quotes.
- [x] The semicolons after "Jose" and "Garcia" should be commas.

Correct
Good job identifying syntax problems!

- [ ] The curly braces should be parentheses instead.
- [x] The keys, firstname, lastname and age should not be inside quotes.

Correct
Good job identifying syntax problems!

- [ ] There should be a semicolon after 25.

3. Identify the keys in the object below: **1 / 1 point**

```
var cat = {
    name: "Fluffy",
    speak: function(){ alert('meow'); },
    rest: function(){ console.log('the cat is sleeping'); },
    play: function(){ console.log('the cat plays with string'); }
}
```

- ( ) There are no keys because of a syntax error.
- ( ) Name only because the speak, rest and play have functions as values.

- (●) name, speak, rest and play
- ( ) "Fluffy"

✓ **Correct**
Good job identifying keys in this object!

4. Given the object below, what is the correct syntax for the cat, Fluffy, to let you know she is hungry? **0 / 1 point**

```
var cat = {
    name: "Fluffy",
    speak: function(){ alert('meow'); },
    rest: function(){ console.log('the cat is sleeping'); },
    play: function(){ console.log('the cat plays with string'); }
}
```

- ( ) fluffy.play();
- ( ) cat.speak;
- ( ) cat.speak();
- (●) fluffy.speak();

✗ **Incorrect**
Please revisit the lesson **Objects Can Contain Arrays and Other Objects.**

5. What is the name of the type of function shown in the code here: **1 / 1 point**

```
function pet(species, name, sound, behavior) {
    this.species = species;
    this.name = name;
    this.sound = sound;
    this.behavior = behavior;
    this.action = function () { return `the ${species} says ${sound} and is ${behavior} ` };
}
var myCat = new pet('cat', 'fluffy', 'meow', 'scratching the chair');
```

- ( ) A function expression
- (●) Constructor function
- ( ) An anonymous function
- ( ) This function has a syntax error

✓ **Correct**
Constructors allow you to create templates for objects.

6. Identify true statements about the provided code: (Select all that apply.) **1 / 1 point**

```
function pet(species, name, sound, behavior) {
    this.species = species;
    this.name = name;
    this.sound = sound;
    this.behavior = behavior;
    this.action = function () { return `the ${species} says ${sound} and is ${behavior} ` };
}
var myCat = new pet('cat', 'fluffy', 'meow', 'scratching the chair');
```

- [x] myCat.name will produce "fluffy"

Correct

- [ ] this is a property of the window.
- [ ] The new keyword is optional when assigning this function to variables.
- [x] this is a keyword that refers to this object.

Correct

- [x] Combined with the new keyword, this function can create objects based on the template this function provides.

Correct

7. When tackling a more complex script, what are some strategies that can help you determine where to start. (Select all that apply.) **1 / 1 point**

- [x] Use diagrams to help you map out needed functions.

Correct

- [ ] Try to do everything in one function.
- [x] Start by seeing if you can solve the hardest problem first.

Correct

- [x] Start with the core functionality and work outward from there.

Correct

- [ ] Work linearly through the script.

8. Identify true statements about writing more complex scripts. (Select all that apply.) **1 / 1 point**

- [ ] Most programmers get good at writing complex scripts and can do so with little or no planning in advance.
- [x] It is a creative process, be prepared for it to be messy initially.

Correct
Making more complex scripts is hard, but if you work at it, it can be rewarding.

- [x] As the script progresses, you will find ways to refactor it and make it more efficient.

Correct
Making more complex scripts is hard, but if you work at it, it can be rewarding.

- [ ] When making complex scripts, always declare all the variables you need first.
- [x] Testing pieces of the script along the way will help you determine what the next steps should be.

Correct
Making more complex scripts is hard, but if you work at it, it can be rewarding.

- [ ] Once you have figured out one complex script, all the other ones are easy.