Javascript Scope Exercises

1. Determine what this Javascript code will print out (without running it):

```
x = 1;
  var a = 5;
   var b = 10;
   var c = function(a, b, c) {
                           var x = 10;
                           document.write(x);
                           document.write(a);
                          var f = function(a, b, c) {
                                                 b = a;
                                                 document.write(b);
                                                 b = c;
                                                 var x = 5;
                                              }
                         f(a,b,c);
                         document.write(b);
                       }
c(8,9,10);
document.write(b);
document.write(x);
Answer: x=10 a=8 b=8 b=9 b=10 x=1
```

2. What is the difference between a method and function?

Answer: A method, like a function, is a set of instructions that perform a task. The difference is that a method is associated with an object, while a function is not.

3. What does 'this' refer to when used in a Java method?

Answer: The "this" keyword **refers** to the current object in a method or constructor.

4. What does 'this' refer to when used in a JavaScript method?

Answer: In a JavaScript method, this refers to the owner object.

5. What does 'this' refer to when used in a JavaScript constructor function?

Answer: In a **constructor function** this **does** not have a value. It **is** a substitute for the new object.

6. Assume object x is the prototype for object y in Javascript. Object x has a method f() containing keyword 'this'. When f is called by x.f(), what does 'this' refer to?

Answer: this refers to y

7. What is a free variable in JavaScript?

Answer: Free variables are simply the variables that are neither locally declared nor passed as parameter.

8. Create an object that has properties with name = "fred" and major="music" and a property that is a function that takes 2 numbers and returns the smallest of the two, or the square of the two if they are equal.

Answer:

9. Write Javascript code for creating three Employee objects using the "new" keyword and a constructor function. Employee objects have the following fields: name, salary, position.

Answer:

```
function Employee(name,salary,position) {
  this.name;
  this.salary;
  this.position;
}
var Employee1 = new Employee("Smith",80000,"Manager");
var Employee2 = new Employee("Smith",50000,"supervisor");
var Employee3 = new Employee("Smith",40000,"Sales");
```

10. Write a Javascript function that takes any number of input arguments and returns the product of the arguments.

```
Answer: def product(n1, n2):
return n1 * n2
```

11. Write an arrow function that returns the maximum of its three input arguments

Answer:

```
function findMax() {
  var i;
  var max = -Infinity;
  for (i = 0; i < arguments.length; i++) {
    if (arguments[i] > max) {
      max = arguments[i]; } }
  return max; }
  var x = findMax(100, 45, 55);
```