

Score




You have submitted your **quiz**.
You got 3 questions correct, and 0 question(s) still being graded.
Your score so far is 100 out of 100.

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Browser Basics Quiz

1.

How could you prevent a script from running until the DOM has loaded?
(Select multiple.)





- ☒ Use a DOMContentLoaded event listener
- ☐ Don't use an external Javascript file
- ☒ Put the script in the bottom of the HTML file
- ☐ Use a DOMTreeUpdated event listener
- ☒ Add an attribute to the script tag (like async, or defer)

EXPLANATION

You could prevent a script from running before the DOM has loaded by: 1. Adding an attribute to the script tag (like async, or defer), 2. Putting the script in the bottom of the HTML file, or 3. Using a DOMContentLoaded event listener. DOMTreeUpdated is not an actual DOM event.

2.

Which real-world situations could be implemented with the Web Storage API? (Select multiple.)


- ☒ Storing session-specific information, such as filled-out form inputs
- ☒ Storing information about a user's buying habits on an e-commerce website
- ☒ Storing data that can persist from page to page of a website, such as a shopping cart or reward points
- ☒ Storing any key-value pair information that doesn't need to be read by the server
- ☐ Storing cookies that can be read by the client as well as the server

EXPLANATION

You could use the Web Storage API to: 1. Store information about a user's buying habits, 2. Store session-specific information, such as a filled-out form, 3. Store data that can persist from page to page, and 4. Store any key-value pair that doesn't need to be read by the server. Cookies are separate from and pre-date web storage. Cookies can be read by the server as well as the client. Web storage data can be read only client-side.

3.

What is the context of an anonymous function running in the browser?

- ☐ The function object
- ☐ The local scope
- ☒ The window object
- ☐ The global scope

EXPLANATION

The window object is the context of a function running in the browser. Context and scope refer to different things. Scope refers to the visibility of function variables, while context refers to the object that owns that function, or how that function is invoked. Unbound functions that run in the browser default to the window object, while functions that are bound to function declarations have a context object of the function to which they belong.



Bubbling Principle Quiz

🕒 4 minutes

✅ Completed

Score

You have submitted your quiz.

You got 1 questions correct, and 0 question(s) still being graded.

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Bubbling Principle Quiz

1.

Which of the following is the correct definition of The Bubbling Principle?

- ☐ Events on elements represent their own distinct bubbles, and event handlers run independently of each other.
- ✓ ☒ When an event happens on an element, it first runs the handlers on it, then on its parent, then all the way up on other ancestors.
- ☐ When an event happens on an element, event handlers run on that element and bubble up to its parent element only.
- ☐ When an event happens on an element, it first runs the handlers on its top-level ancestor, then all the way down through children elements until it finds the original element.

EXPLANATION

The Bubbling Principle represents an upward-moving chain of events through the DOM. When an event happens on an element, that element's event handlers will run, and then its parent's event handlers will run, and so on upwards through the DOM, until either no event handlers are found or we use `stopPropagation()` to stop the bubbling.

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JSON Quiz

5 minutes

Completed

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Your score so far is 100 out of 100.

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JSON Quiz

1.

Which of the following methods will serialize a JavaScript value into a JSON-formatted string?

- ☒ `JSON.stringify`
- ☐ `JSON.parse`
- ☐ `JSON.deserialize`
- ☐ `JSON.serialize`

EXPLANATION

It is the `stringify` method, a name that Douglas Crockford has publicly admitted to being "not the right name".

2.

What does deserialize mean with respect to data?

- ☒ Getting a message from another computer and converting that message into usable data.
- ☐ Converting your data into a format that can be sent to another computer.

EXPLANATION

Deserialization is when a program takes some data sent to it by another computer and converts it into a usable in-memory value.

3.

Which of the following methods will deserialize a JSON-formatted string into a Javascript value?

- ☐ `JSON.serialize`
- ☐ `JSON.deserialize`
- ☒ `JSON.parse`
- ☐ `JSON.stringify`

EXPLANATION

It is the `parse` method, meaning that it will try to parse the string into a valid JavaScript object.

4.

What does serialize mean with respect to data?

- ☒ Converting your data into a format that can be sent to another computer.
- ☐ Getting a message from another computer and converting that message into usable data.

EXPLANATION

Serialization is when a program will take some of its data, convert it into some format (like a JSON-formatted string), and send it to another computer.

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