

# Object Key Quiz

🕒 7 minutes

✅ Completed

## Score

You have submitted your quiz.

You got 5 questions correct, and 0 question(s) still being graded.

Your score so far is 100 out of 100.

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# Object Key Quiz

```
console.log(Symbol("foo") === Symbol("foo")); // ???
```

**What happens when the above code snippet is run?**

- ☐ true is printed
- ☐ An error is thrown.
- ✓ ☒ false is printed

## EXPLANATION

Each created symbol is unique! The optional description string is just for debugging purposes.

```
const species = Symbol("species");  
const animal = {  
  [species]: "whale",  
};
```

```
    name: "Wally"  
};
```

```
console.log(Object.getOwnPropertySymbols(animal)); // ???
```

**What is printed when the above code snippet is run?**

- ☐ [Symbol(species), "name"]
- ☒ [Symbol(species)]
- ☐ ["name"]
- ☐ []

**EXPLANATION**

The `Object.getOwnPropertySymbols` method will only return symbol keys - ignoring string keys.

**Pick the following which are can be set as a `key` in an `Object`:**


- ☒ Symbol
- ☐ Object
- ☐ Number
- ☒ String
- ☐ Boolean

**EXPLANATION**

An object's keys can be either a `String` or a `Symbol`.

```
const sym1 = Symbol();
const sym2 = Symbol();
console.log(sym1 === sym2); // ???
```

**What happens when the above code snippet is run?**

- ☐ true is printed
-  ☒ false is printed
- ☐ An error is thrown.


**EXPLANATION**

Each created symbol is unique!

```
const species = Symbol("species");
const animal = {
  [species]: "whale",
  name: "Wally"
};

console.log(Object.keys(animal)); // ???
```

**What is printed when the above code snippet is run?**

- ☐ [Symbol(species)]
- ☐ []
- ☐ [Symbol(species), "name"]
-  ☒ ["name"]

### EXPLANATION

The `Object.keys` method will only return string keys - ignoring Symbol keys.