

Browser Basics Quiz

 5 minutes

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Browser Basics Quiz

1.

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

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

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.

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

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

3.

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 cookies that can be read by the client as well as the server
- ☒ 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

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-dates web storage. Cookies can be read by the server as well as the client. Web storage data can be read only client-side.

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