**北网全栈1705B班JavaScript进阶和面向对象**

**验 收 考 试**

# 一、选择题

**1. 写出程序运行结果**

var a = 1;

function fn(){

this.a++;

a += 5;

var a = 8;

}

fn();

alert(a);

**2**

**2. 写出程序运行结果**

var a = 1;

function fn(){

var a = 2;

this.a++;

return a + this.a;

}

fn.a = 4;

var result = fn() + fn.call(fn);

alert(result); **11**

**3. 写出程序运行结果**

var arr = [fn1,fn2];

function fn1(){

return this.length;

}

function fn2(){

return this[0];

}

var a = arr[0]();

var b = arr[1]()();

console.log(a);

console.log(b);

2 0

**4. 写出程序运行结果**

var m = 1;

var obj = {

m : 2,

fn : (function(){

var a = 3;

return function(){

return this.m + ++a;

}

})()

}

var result = obj.fn.call(window) + obj.fn();

alert(result);12

5. **写出程序运行结果**

var arr = [fn1,fn2];

function fn1(a,b,c){

return this.length;

}

function fn2(a,b,c,d){

return arguments.length;

}

var result = arr[0](1,2,3,4,5,6) + arr[1](1,2,3,4,5,6,7) + fn1(1,2);

alert(result); 9

**6. 写出程序运行结果**

function fun(f,a,b,c){

arguments[0](5,6);

}

function fun2(p,q,r,s,t){

alert(this.length);

alert(this.callee.length);

alert(arguments.length);

alert(arguments.callee.length);

}

fun(fun2,8,9,10,11,12);

6 4 2 5

**7. 写出程序运行结果**

var number = 2;

var obj = {

number : 3,

fn1 : (function(){

this.number \*= 2;

number = number \* 3;

var number = 2;

return function(){

this.number \*= 4;

number \*= 5;

alert(number);

}

})(),

fn2 : function(){

this.number \*= 2;

}

};

var fn1 = obj.fn1;

alert(number);

fn1();

obj.fn1();

obj.fn2();

alert(window.number);

alert(obj.number);

4 10 50 16 24

**8. 写出程序运行结果**

function A(){}

function B(){

return new A();

}

A.prototype = B();

B.prototype = new B();

var a = new A();

var b = new B();

console.log(a.\_\_proto\_\_ == b.\_\_proto\_\_);

console.log(a instanceof A);

console.log(a instanceof B);

console.log(b instanceof A);

console.log(b instanceof B);

true true false true false

9. **写出程序运行结果**

function Fun(){

this.a = 5;

function fun(){

this.a = 10;

}

return fun;

}var o = new Fun();console.log(o.a);

undefined

10. **写出程序运行结果**

console.log(Object instanceof Object);

console.log(Function instanceof Function);

console.log(Number instanceof Number);

console.log(String instanceof String);

console.log(Function instanceof Object);

true true false false true

11. **写出程序运行结果**

var obj = {};

var fun = function(){};

alert(obj.constructor.constructor == fun.constructor);

true

**12. 写出程序运行结果**

function Fun(para1,para2,para3){

var obj = {};

obj.para1 = para1;

obj.para2 = para2;

obj.para3 = para3;

return obj;

}

Fun.prototype.para4 = 4;

var o = new Fun(1,2,3);

console.log(o.para1);

console.log(o.para4);

console.log(o instanceof Fun);

console.log(o.\_\_proto\_\_ == Fun.prototype);

1 Undefined false false