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Javascript Basics

Javascript Types and Common Language Constructs

Objects and Functions in Javascript

Lecture 45, Part 1: Creating Objects Using 'new Object()' 7 min Syntax

Lecture 45, Part 2: Creating Objects Using Object Literal Syntax 5 min

Practice Quiz: Optional Practice Quiz 1 question

Lecture 46: Functions Explained 8 min

Practice Quiz: Optional Practice Quiz 1 question

Lecture 47, Part 1: Passing Variables by Value vs. by Reference 6 min

Lecture 47, Part 2: Passing Variables by Value vs. by Reference 7 min

PRACTICE QUIZ

Optional Practice Quiz

1 question

To Pass
Deadline

100% or higher
May 7, 11:59 PM PDT

[Start](#)




Optional Practice Quiz

Practice Quiz, 1 question

1
point

1. Defining a variable as an Object Literal accomplishes pretty much the same thing as defining a variable equal to 'new Object()'. However, it's faster and easier to type up an object literal.

- ☒ True
- ☐ False

Submit Quiz





Optional Practice Quiz

Practice Quiz, 1 question

1/1 point (100%)



Congratulations! You passed!

[Next Item](#)



1. Defining a variable as an Object Literal accomplishes pretty much the same thing as defining a variable equal to 'new Object()'. However, it's faster and easier to type up an object literal.

1 / 1
points



True

Correct



False



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PRACTICE QUIZ

Optional Practice Quiz

1 question

**To Pass
Deadline**

100% or higher
May 7, 11:59 PM PDT

Start





Optional Practice Quiz

Practice Quiz, 1 question

1
point

1. What is the output for the following Javascript code:

```
1 function makeMultiplier(multiplier) {  
2   var myFunFunc = function (x) {  
3     return multiplier * x;  
4   };  
5  
6   return myFunFunc;  
7 }  
8  
9 var operation = makeMultiplier(10);  
10 console.log(operation(10));
```

- ☐ 100
- ☐ 10
- ☐ 0
- ☐ 5

Submit Quiz





Optional Practice Quiz

Practice Quiz, 1 question

1/1 point (100%)

**Congratulations! You passed!**[Next Item](#)**1.** What is the output for the following Javascript code:1 / 1
points

```
1 function makeMultiplier(multiplier) {  
2   var myFunFunc = function (x) {  
3     return multiplier * x;  
4   };  
5  
6   return myFunFunc;  
7 }  
8  
9 var operation = makeMultiplier(10);  
10 console.log(operation(10));
```

☒ 100

Correct

☐ 10☐ 0☐ 5

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Javascript Basics

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PRACTICE QUIZ

Optional Practice Quiz

2 questions

To Pass
Deadline

100% or higher
May 7, 11:59 PM PDT

[Start](#)




Optional Practice Quiz

Practice Quiz, 2 questions

1
point

1. Javascript doesn't allow anything to be passed by reference

☐ False

☐ True

1
point

2. What is the output of the following Javascript code:

```
1 var x = 5;  
2 var y = x;  
3 x = 10;  
4 console.log(y);
```

☐ 5

☐ 10

☐ undefined

☐ null

Submit Quiz



Optional Practice Quiz

Practice Quiz, 2 questions

2/2 points (100%)



Congratulations! You passed!

[Next Item](#)



1. Javascript doesn't allow anything to be passed by reference

1 / 1
points



False

Correct

Objects are passed by reference.



True



2. What is the output of the following Javascript code:

1 / 1
points

```
1 var x = 5;  
2 var y = x;  
3 x = 10;  
4 console.log(y);
```



5

Correct

Primitives are copied by value, so 'y' is not connected to 'x' in any way.




10


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PRACTICE QUIZ

Optional Practice Quiz

1 question

**To Pass
Deadline**

100% or higher

May 7, 11:59 PM PDT

Start





Optional Practice Quiz

Practice Quiz, 1 question

1
point

1. What is the output of the following Javascript code?

```
1 function Dog(name) {  
2   this.name = name;  
3 }  
4  
5 Dog.prototype.bark = function () {  
6   console.log(this.name + " likes barking! Bark!");  
7 }  
8  
9 var max = new Dog("Max", "Buddy");  
10 max.bark();
```

- ☐ Max likes barking! Bark!
- ☒ Buddy likes barking! Bark!
- ☐ It will produce an error
- ☐ likes barking! Bark!

Submit Quiz





Optional Practice Quiz

Practice Quiz, 1 question

1/1 point (100%)

**Congratulations! You passed!**[Next Item](#)**1.** What is the output of the following Javascript code?1 / 1
points

```
1 function Dog(name) {  
2   this.name = name;  
3 }  
4  
5 Dog.prototype.bark = function () {  
6   console.log(this.name + " likes barking! Bark!");  
7 }  
8  
9 var max = new Dog("Max", "Buddy");  
10 max.bark();
```



Max likes barking! Bark!

Correct

The second argument is not used in the function but it's perfectly legal to pass it in.



Buddy likes barking! Bark!



It will produce an error



likes barking! Bark!