



Back to Week 4

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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 5 min Object Literal Syntax
- **Practice Quiz:** Optional Practice

Quiz

Lecture 46: Functions 8 min Explained

1 question

- **Practice Quiz:** Optional Practice 1 question Quiz
- Lecture 47, Part 1: Passing Variables by Value vs. by 6 min Reference
- Lecture 47, Part 2: Passing Variables by Value vs. by 7 min



1 question

To Pass

100% or higher

Deadline

May 7, 11:59 PM PDT









\leftarrow Optional Practice Quiz

Practice Quiz, 1 question

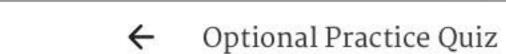
1 point Defining a variable as an Object Literal accomplishes pretty much the same thing as defining a variable equal to 'new Object()'. However, it's faster and easier to type up an object literal.



True

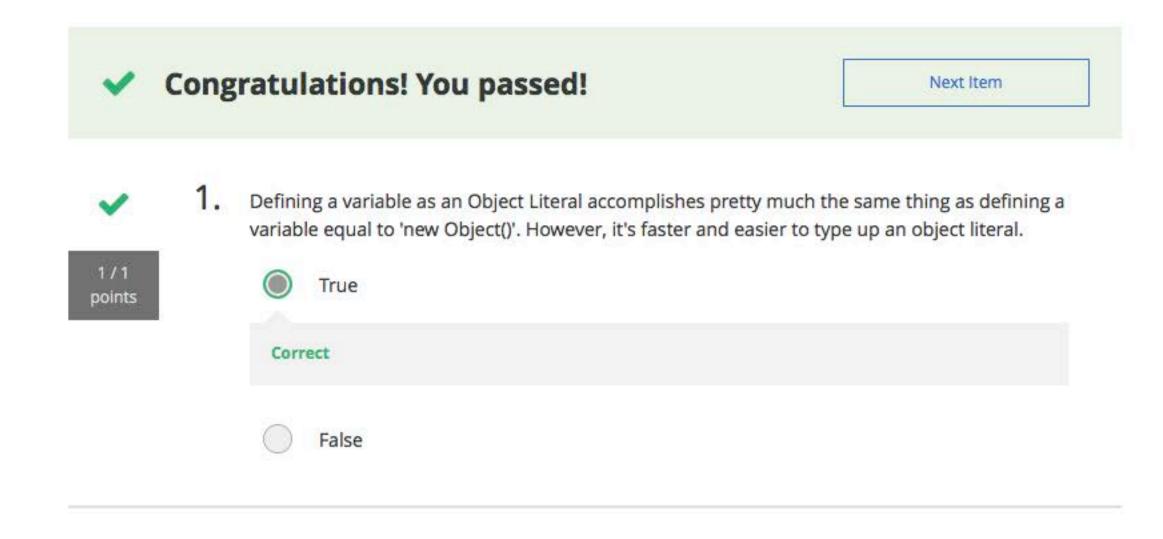






Practice Quiz, 1 question

1/1 point (100%)











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1 question

To Pass

100% or higher

Deadline

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Practice Quiz, 1 question

1 point

. .

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          var operation = makeMultiplier(10);
10          console.log(operation(10));
```

100

10

0





← Optional Practice Quiz

Practice Quiz, 1 question

1/1 point (100%)



Congratulations! You passed!

Next Item



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





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 Variables by Value vs. by 7 min



2 questions

To Pass

100% or higher

Deadline

May 7, 11:59 PM PDT









Optional Practice Quiz

Practice Quiz, 2 questions

1
2000
point

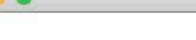
1. Javascript doesn't allow anything to be passed by reference

- False
- True

1 point What is the output of the following Javascript code:

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

- 0 !
- 10
- undefined
- null



 \leftarrow

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



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.







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Optional Practice Quiz

1 question

To Pass

100% or higher

Deadline

May 7, 11:59 PM PDT









Practice Quiz, 1 question

point

What is the output of the following Javascript code?

```
1 - function Dog(name) {
     this.name = name;
3 }
5 - Dog.prototype.bark = function () {
   console.log(this.name + " likes barking! Bark!");
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!









Optional Practice Quiz

Practice Quiz, 1 question

1/1 point (100%)



Congratulations! You passed!

Next Item



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!