**1.**

What will be logged and **why**?

String.prototype.repeatify = function repeat(number) { var answer = this + this; if (numumber > 0) { return String.prototype.repeatify(number - 1); } return answer; }; console.log('welcome'.repeatify(3)); // ???

**2.**

Write a function that converts each character of an array into uppercase.

['w','e','l','c','o','m','e'].uppercase(); // ['W', 'E', 'L', 'C', 'O', 'M', 'E']

**3.**

Write a function that returns reversed string.

'message'.reverse(); // 'egassem'

**4.**

Does JavaScript pass parameter by value or by reference?

**5.**

Explain Function.prototype.bind.

**6.**

What will be logged and **why**?

console.log(!!(obj1 && obj2));

**7.**

Write a one-line piece of JavaScript code that concatenates all strings passed into a function.

concatenate('Welcome', ' ', 'to', ' ', 'The', ' ', Iron', ' ', 'Yard'); // 'Welcome to The Iron Yard'

**8.**

What will be logged and **why**?

if (!('message' in window)) { var message = 'Hello'; } console.log(message); // ???

**9.**

What will be logged and **why**?

function message(text) { return text + '!'; } var message; console.log(message); // ???

**10.**

What will be logged and **why**?

function log() { console.log(this); // ??? } log.apply(null);