* Quiz 5
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* 1. What would get printed to the console if we ran the following code?
* var name = “Joe”;
* function printName(){
* var name = “Bob”
* return name;
* }
* console.log(printName());
* console.log(name);
* bob, then joe
* 2. This is because name = “Joe” is a \_\_global\_\_\_\_\_\_ variable
* Local
* Outer
* Global
* Inside
* 3. And name = “Bob” is a \_\_local\_\_\_\_\_\_\_ variable
* Local
* Outer
* Global
* Inside
* 4. What would get printed to the console if we ran the following code?
* var name = “Joe”;
* function printName(){
* name = “Bob”
* return name;
* }
* console.log(printName());
* console.log(name);
* bob bob
* 5. This is because we are printing out the \_\_global\_\_\_ variable twice
* Local
* Outer
* Global
* Inside
* 6. What will the following log to the console?
* if ((1 < 2) && ( 2 \* 3 < 6 || false || 9 > 6)){
* console.log("It is true!")
* } else {
* console.log("It is false!")
* }
* “it is true!”
* Given the following object:
* var car = {
* brand: “Honda”,
* model: “Civic”,
* numberOfDoors: 4,
* automatic: true,
* color: “blue”,
* miles: 0,
* function drive() {
* this.miles ++;
* return this.miles;
* }
* };
* 7. How would we change the numberOfDoors in our car object?
* car.numberOfDoors = #
* 8. How would we call the “drive” method in our “car” object?
* Car.drive()
* 9. Write a for loop that will console log the numbers 0 through 9.
* For(var I = 0; I < 10; i++) { console.log(i) }
* 10. Write a for loop that will print every string in the array:
* fruits = [“apple”, “pear”, “chicken”, “banana”]
* For(var I = 0; I < fruits.length; i++) { console.log(fruits[i]) }
* Remember to make it so it works no matter how long the array is!
* Quiz 6
* 1. What JavaScript data type will the variable “thingFromClass” be if we have the following:
* var thingFromClass = document.getElementsByClassName(“thing-from-class”);
* String
* Object
* Array
* HTML Element
* 2. What JavaScript data type will the variable “thing” be if we have the following:
* var thing = document.getElementById(“thing-id-from-html”);
* String
* Object
* Array
* HTML Element
* 3. Which of the following are properties of the object “thing” if we have the following:
* var thing = document.getElementById(“thing-id-from-html”);
* innerHTML
* volume
* id
* candor
* 4. Write a for loop that will print every string in the array:
* fruits = [“apple”, “pear”, “chicken”, “banana”]
* Remember to make it so it works no matter how long the array is!
* For(var I = 0; I < fruits.length; i++) { console.log(fruits[i]) }
* 5. Which of the following is correct?
* a.
* Do\_something function();
* {
* console.log(i did something)
* }
* b.
* function doSomething() {
* console.log(“i did something”);
* }
* c.
* function DoSomething:
* console.log(“i did something”);
* d.
* function doSomething(){  
  console.log(“i did something);
* }
* 6. Bootstrap is a \_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_:
* JavaScript and HTML Framework
* CSS Library and Framework
* Open Source
* Private
* 7. To modify Bootstrap, we put the link to our CSS \_\_\_\_\_\_\_\_\_ the link to bootstrap
* Before
* After
* Instead of
* Inside of
* 8. We need to put the link to jQuery \_\_\_\_\_\_\_\_ the link to bootstrap’s javascript
* Before
* After
* Instead of
* Inside of
* 9. Refer back to question 8. Why do we do this?
* To wait for the page to load before interaction
* 10. Google how to make a bootstrap button, and put the result for the answer to this question.
* <button type="button" class="btn btn-default">Default</button>
* Quiz 7
* Write a constructor function that will make a “building” object where you can pass in the name of the building, the building’s color, and if the building has a garage (Boolean). The object would also have a default giving it a kitchen (also a Boolean).
* Instantiating an object from the constructor would look like:
* var myBuilding = new Building(“Fun House”, “red”, false)
* The object would look like:
* myBuilding = {
* name: “Fun House”,
* color: “red”,
* hasGarage: false,
* hasKitchen: true
* }
* Try to do this from memory. If you can’t, use google!!
* Function Building(name, color, hasGarage, hasKitchen) {
  + This.name = name;
  + This.color = color;
  + This.hasGarage = hasGarage;
  + This.hasKitchen = hasKitchen || true;
* }