

■ JavaScript Basics Quiz – 25 Questions

This quiz covers **Programming Language basics, JavaScript introduction, variables, and data types**.

Each question has four options (A–D).

■ The **Answer Key** is provided at the end.

Q1. What is a programming language?

- A. A way to talk to humans
- B. A way to give instructions to a computer
- C. A type of operating system
- D. A design tool

Q2. Why can't we communicate with a computer in plain English?

- A. Computers only understand 0s and 1s
- B. Computers are lazy
- C. Computers only know math
- D. Because English is too complex

Q3. Which analogy best describes a programming language?

- A. Like a recipe book
- B. Like a movie script
- C. Like a painting
- D. Like a hammer

Q4. What is JavaScript mainly used for?

- A. Designing databases
- B. Making websites interactive
- C. Compiling code
- D. Editing images

Q5. Where can JavaScript run?

- A. Browser, Server, Mobile apps
- B. Only in browsers
- C. Only in Windows OS
- D. Only in Android

Q6. In the restaurant analogy, JavaScript is like:

- A. Walls
- B. Lights
- C. Waiter
- D. Menu

Q7. What is a variable?

- A. A fixed constant
- B. A container for data
- C. A function
- D. A server

Q8. Analogy for a variable is:

- A. A chair
- B. A jar with label
- C. A switch
- D. A bank account

Q9. Which is correct variable declaration in JS?

- A. var age = 25;
- B. let age = 25;
- C. const age = 25;
- D. All of the above

Q10. Which keyword creates a constant variable?

- A. let
- B. const
- C. var
- D. static

Q11. JavaScript data types fall into how many main categories?

- A. 1
- B. 2
- C. 3
- D. 4

Q12. How many primitive data types exist in JS?

- A. 5
- B. 6
- C. 7
- D. 8

Q13. Difference between null and undefined?

- A. Same thing
- B. undefined = not assigned, null = empty
- C. null = error, undefined = correct
- D. null is older

Q14. Analogy for undefined is:

- A. Reserved empty table
- B. Empty jar with label
- C. A switch
- D. Unique ID card

Q15. Analogy for null is:

- A. Reserved empty table
- B. Jar with label
- C. Light bulb
- D. Menu

Q16. Symbol in JS represents:

- A. A picture
- B. A unique identifier
- C. An emoji
- D. A Boolean

Q17. BigInt is used for:

- A. Small numbers
- B. Huge integers beyond Number limit
- C. Decimal values
- D. Symbols

Q18. Arrays are:

- A. Key-value pairs
- B. Ordered lists
- C. Functions
- D. Data types

Q19. Objects are:

- A. Unordered key-value pairs

- B. Lists
- C. Numbers
- D. Functions only

Q20. Output of `let x; console.log(x);`?

- A. null
- B. undefined
- C. error
- D. 0

Q21. `typeof null` gives:

- A. object
- B. null
- C. undefined
- D. error

Q22. `typeof true` gives:

- A. boolean
- B. string
- C. number
- D. true

Q23. Output of `console.log('Hi, I'm Alice, 25 years old.')`?

- A. Alice 25
- B. Error
- C. Hi, I'm Alice, 25 years old.
- D. undefined

Q24. Boolean analogy:

- A. Jar
- B. Switch
- C. VIP Pass
- D. Recipe

Q25. Function analogy:

- A. Coffee machine
- B. Table
- C. Switch
- D. Jar

Q26. Why are analogies important?

- A. They confuse learners
- B. They simplify concepts
- C. They are decorative
- D. They are jokes

■ Answer Key

Q.No	Answer
1	B
2	A
3	B
4	B
5	A
6	C
7	B
8	B
9	D
10	B
11	B
12	C
13	B
14	B
15	A
16	B
17	B
18	B
19	A
20	B
21	A
22	A
23	C
24	B
25	A
26	B