


Print

## Completion Status Report

<b>Student Name</b>	CAMRON HEAPS
<b>Course Title</b>	Underscore.js: Array, Object, and Utility Functions
<b>Start Date</b>	Oct 26, 2022

<b>Completion Status:</b>	Completed - Nov 2, 2022
<b>Completion Criteria :</b>	Achieve a score of 70% on the course test
<b>Test Score :</b>	You've scored 100%

## Test Scores

	Pre-Test	Current	Highest
<b>Course Test</b>	--	100%	100%
<b>Lesson 1: Functions to Partition an Array</b>	--	100%	100%
Course Introduction	-	-	-
Using the first and last Functions on Arrays	--	100%	100%
Using the initial and rest Functions on Arrays	--	100%	100%
Using the without and difference Functions on Arrays	--	100%	100%
Using the partition Function on Arrays	--	100%	100%
Using the uniq and zip Functions on Arrays	--	100%	100%
<b>Lesson 2: Compacting and Conversion Array Functions</b>	--	100%	100%
Using the compact Function on Arrays	--	100%	100%
Using the flatten Function on Arrays	--	100%	100%
Using the union and intersection Functions on Arrays	--	100%	100%
Using the object Function on Arrays	--	100%	100%

	Pre-Test	Current	Highest
Using the range Function on Arrays	--	100%	100%
<b>Lesson 3: Searching an Array</b>	--	100%	100%
Using the indexOf and lastIndexOf Functions on Arrays	--	100%	100%
Using the sortedIndex Function on Arrays	--	100%	100%
<b>Lesson 4: Utility Functions</b>	--	100%	100%
Using the times and random Utility Functions	--	100%	100%
Using the escape and unescape Utility Functions	--	100%	100%
Using the noConflict Utility Function	--	100%	100%
Using the mixin Utility Function	--	100%	100%
Using the identity and constant Functions	--	100%	100%
Using the uniqueID Function	--	100%	100%
Using the result Function	--	100%	100%
<b>Lesson 5: Object Functions</b>	--	100%	100%
Using the keys, values, pairs, and invert Functions	--	100%	100%
Using the functions Function on Objects	--	100%	100%
Using the extend and defaults Functions on Objects	--	100%	100%
Using the pick and omit Functions on Objects	--	100%	100%
Using the clone Function on Objects	--	100%	100%
Using the has, isEqual, and isEmpty Functions	--	100%	100%
Checking Types with is* Functions	--	100%	100%
Method Chaining Using Underscore	--	100%	100%