Quiz 3 Review  
Game 111

1. In the Document Object Model (DOM), how are HTML elements typically represented, and what are the characteristics of these representations? Describe the element's data types, the values they can hold, and whether they have subvalues or functions associated with them.
2. Explain how you can access a webpage's JavaScript code from a web browser.
3. Explain the purpose of the **innerHTML** property in JavaScript when interacting with HTML elements. Additionally, provide a link to a resource for further information on the **innerHTML** property: [HTML innerHTML Property - W3Schools](https://www.w3schools.com/jsref/prop_html_innerhtml.asp).
4. Describe how JavaScript can be utilized for both client-side and server-side scripting.
5. In JavaScript, if you encounter an error in your code, where does the error typically appear? You can find more information about handling errors in the browser console by visiting this link: [Chrome DevTools - Console](https://developer.chrome.com/docs/devtools/console/).
6. Explain the key differences between interpreted languages and non-interpreted languages, and discuss which category JavaScript is closer to.
7. What is the main purpose of the **<script>** tag in HTML?
8. In the following JavaScript code, **document.getElementById("element id").innerHTML = "hello world";**, what role does the **getElementById** play?
9. To call or invoke a JavaScript function, what two essential things are needed?
10. When working with JavaScript, can a variable's data type change, or is it fixed once it's initialized?
11. How would you build and define a function in JavaScript using the "function" keyword?
12. Describe how you can use the "onmouseover" event in JavaScript to trigger a specific action or behavior when a user hovers their mouse pointer over an HTML element. Provide an example of a scenario where this event might be useful in web development.
13. What is the purpose of the JavaScript **alert()** function, and how does it work?
14. How do you declare a variable in JavaScript, and what are the different ways to do so?
15. What is the difference between **let**, **const**, and **var** when declaring variables in JavaScript, and when should you use each one?
16. How would you write a **for** loop in JavaScript, and what is its primary use in programming?