

# JS Implementation Question Resources

**Difficulty Level: Easy, Medium & Hard Mixed** 

```
1 let car = {
2    name:"AudiQ7",
3    sayName(){
4         console.log(this.name);
5    }
6 }
7
8 let sayName = car.sayName;
9 sayName();
10
```

#### 2. What's the output of this code?

```
1 function greet(person) {
2    if (person == {name:"Newton"}) {
3        console.log('Hey Newton');
4    }else{
5        console.log('Hey School');
6    }
7 }
8
9 greet({name:"Newton"});
```

```
var car = new Vehicle("Honda", "white", "2010", "UK");
console.log(car);

function Vehicle(model, color, year, country) {
    this.model = model;
    this.color = color;
    this.year = year;
    this.country = country;
}
```

- 1: Undefined
- 2: ReferenceError
- 3: null
- 4: {model: "Honda", color: "white", year: "2010", country: "UK"}

## 4. What's the output of this code?

```
function foo() {
    let x = y = 0;
    x++;
    y++;
    return x;
}

console.log(foo(), typeof x, typeof y);
```

- 1: 1, undefined and undefined
- 2: ReferenceError: X is not defined
- 3: 1, undefined and number
- 4: 1, number and number

```
function main() {
   console.log('A');
   setTimeout(
      function print() { console.log('B'); }
   ,0);
   console.log('C');
}
main();
```

- 1: A, B and C
- 2: B, A and C
- 3: A and C
- 4: A, C and B

#### 6. What's the output of this code?

```
var y = 1;
  if (function f(){}) {
    y += typeof f;
  }
  console.log(y);
```

- 1: 1function
- 2: 1object
- 3: ReferenceError
- 4: 1undefined

#### 7. What's the output of this code?

```
var myChars = ['a', 'b', 'c', 'd']
delete myChars[0];
console.log(myChars);
console.log(myChars[0]);
console.log(myChars.length);
```

- 1: [empty, 'b', 'c', 'd'], empty, 3
- 2: [null, 'b', 'c', 'd'], empty, 3
- 3: [empty, 'b', 'c', 'd'], undefined, 4
- 4: [null, 'b', 'c', 'd'], undefined, 4

```
console.log(1 < 2 < 3); console.log(3 > 2 > 1);
```

- 1: true, true
- 2: true, false
- 3: SyntaxError, SyntaxError,
- 4: false, false

#### 9. What's the output of this code in non-strict mode?

```
function printNumbers(first, second, first) {
  console.log(first, second, first);
}
printNumbers(1, 2, 3);

• 1: 1, 2, 3
• 2: 3, 2, 3
• 3: SyntaxError: Duplicate parameter name not allowed in this context
• 4: 1, 2, 1
```

#### 10. What's the output of the following code?

```
const arrowFunc = () => arguments.length;
console.log(arrowFunc(1, 2, 3));
```

- 1: ReferenceError: arguments is not defined
- 2: 3
- 3: undefined
- 4: null

```
console.log(10 == [10]);
console.log(10 == [[[[[[10]]]]]]);
```

- 1: True, True
- 2: True, False
- 3: False, False
- 4: False, True

```
console.log([0] == false);
if([0]) {
console.log("I'm True");
} else {
console.log("I'm False");
}
```

- 1: True, I'm True
- 2: True, I'm False
- 3: False, I'm True
- 4: False, I'm False

## 13. What's the output of the following code?

```
async function func() {
   return 10;
}
console.log(func());
```

- 1: Promise {<fulfilled>: 10}
- 2: 10
- 3: SyntaxError
- 4: Promise {<rejected>: 10}

```
async function func() {
   await 10;
}
console.log(func());
```

- 1: Promise {<fulfilled>: 10}
- 2: 10
- 3: SyntaxError
- 4: Promise {<resolved>: undefined}

```
let myNumber = 100;
let myString = '100';

if (!typeof myNumber === "string") {
   console.log("It is not a string!");
} else {
   console.log("It is a string!");
}

if (!typeof myString === "number") {
   console.log("It is not a number!")
} else {
   console.log("It is a number!");
}
```

- 1: SyntaxError
- 2: It is not a string!, It is not a number!
- 3: It is not a string!, It is a number!
- 4: It is a string!, It is a number!

```
class A {
  constructor() {
    console.log(new.target.name)
  }
}
class B extends A { constructor() { super() } }
new A();
new B();

1: A, A

2: A, B
```

```
const [x, ...y,] = [1, 2, 3, 4];
console.log(x, y);
```

- 1: 1, [2, 3, 4]
- 2: 1, [2, 3]
- 3: 1, [2]
- 4: SyntaxError

```
const {a: x = 10, b: y = 20} = {a: 30};
console.log(x);
console.log(y);
```

- 1: 30, 20
- 2: 10, 20
- 3: 10, undefined
- 4: 30, undefined

```
function area({length = 10, width = 20}) {
    console.log(length*width);
}
area();
1: 200
```

2: Error

3: undefined

4: 0

# 20. What's the output of the following code?

```
const props = [
    { id: 1, name: 'John'},
    { id: 2, name: 'Jack'},
    { id: 3, name: 'Tom'}
];

const [,, { name }] = props;
console.log(name);
```

1: Tom

2: Error

3: undefined

4: John

```
function add(item, items = []) {
    items.push(item);
    return items;
}

console.log(add('Orange'));
  console.log(add('Apple'));

1: ['Orange'], ['Orange', 'Apple']

2: ['Orange'], ['Apple']
```

## 22. What's the output of the following code?

```
function myFun(x, y, ...manyMoreArgs) {
  console.log(manyMoreArgs)
}

myFun(1, 2, 3, 4, 5);
myFun(1, 2);
```

1: [3, 4, 5], undefined

2: SyntaxError

3: [3, 4, 5], []

4: [3, 4, 5], [undefined]

```
function* myGenFunc() {
     yield 1;
     yield 2;
     yield 3;
}
var myGenObj = new myGenFunc;
console.log(myGenObj.next().value);
1:1
```

2: undefined

3: SyntaxError

4: TypeError

```
let count = 10;

(function innerFunc() {
    if (count === 10) {
        let count = 11;
        console.log(count);
    }
    console.log(count);
}) ();

1: 11, 10

2: 11, 11

3: 10, 11

4: 10, 10
```

```
let zero = new Number(0);

if (zero) {
  console.log("If");
} else {
  console.log("Else");
}
```

```
class Vehicle {
  constructor(name) {
    this.name = name;
}

start() {
  console.log(`${this.name} vehicle started`);
}

class Car extends Vehicle {
  start() {
    console.log(`${this.name} car started`);
    super.start();
  }
}

const car = new Car('BMW');
console.log(car.start());
```

- 1: SyntaxError
- 2: BMW vehicle started, BMW car started
- 3: BMW car started, BMW vehicle started
- 4: BMW car started, BMW car started

```
function Person() { }

Person.prototype.walk = function() {
  return this;
}

Person.run = function() {
  return this;
}

let user = new Person();
let walk = user.walk;
console.log(walk());

let run = Person.run;
console.log(run());
```

- 1: undefined, undefined
- 2: Person, Person
- 3: SyntaxError
- 4: Window, Window

```
const squareObj = new Square(10);
console.log(squareObj.area);

class Square {
  constructor(length) {
    this.length = length;
  }

  get area() {
    return this.length * this.length;
  }

  set area(value) {
    this.area = value;
  }
}
```

- 1: 100
- 2: ReferenceError

# 29. Is it a valid array?

let arr = let arr = [2,'A',"B",true,[6,7,[9,0]]];

```
let a = new String("abc");
let b = new Object("abc");
if(a==b){
  console.log("yes");
}else{
  console.log("no");
}
```

```
let a = new String("abc");
let b = new String("abc");
if(a==b){
  console.log("yes");
}else{
  console.log("no");
}
```

## 32. What's the output of the following code?

```
let a = new String("abc");
let b = "abc";
if(a==b){
  console.log("yes");
}else{
  console.log("no");
}
```

# 33. What's the output of the following code?

```
console.log(1);
console.log(2);
setTimeOut(() => {
   console.log(3);
},0)
console.log(4);
```

```
var num = 0;
function run(){
   console.log(num);
   var num = 1;
}
run();
```

# 35. What will the code below output to the console and why?

```
var myObject = {
    foo: "bar",
    func: function() {
       var self = this;
       console.log("outer func: this.foo = " + this.foo);
       console.log("outer func: self.foo = " + self.foo);
       (function() {
            console.log("inner func: this.foo = " + this.foo);
            console.log("inner func: self.foo = " + self.foo);
            }());
       }
    };
myObject.func();
```

36. In what order will the numbers 1-4 be logged to the console when the code below is executed? Why?

```
(function() {
    console.log(1);
    setTimeout(function() {console.log(2)}, 1000);
    setTimeout(function() {console.log(3)}, 0);
    console.log(4);
})();
```

37. Consider the code snippet below. What will the console output be and why?

```
(function(x) {
    return (function(y) {
        console.log(x);
    })(2)
})(1);
```

# 38. Testing your this knowledge in JavaScript: What is the output of the following code?

```
var length = 10;
function fn() {
      console.log(this.length);
}

var obj = {
  length: 5,
  method: function(fn) {
    fn();
    arguments[0]();
  }
};

obj.method(fn, 1);
```

# 39. What will the following code output and why?

```
var b = 1;
function outer() {
    var b = 2
    function inner() {
        b++;
        var b = 3;
        console.log(b)
    }
    inner();
}
outer();
```