

## PAPER TIME II

Name:

### A – Acronyms

- HTTP
- DOM
- HTML
- API
- CSS
- CDN
- URL
- MDN
- IIFE
- OOP

### B – Name all JS data types here:

### C – Code tracking

**// program starts**

```
var birds, bird, cat, choices, goal = null, n = Number( true), weather = "Sunny", x = 3;
```

```
bird = { color: "red", isFlying: false } ;
```

```
cat = { name: "kitty", age: 8, hobbies: [ "mouse", "birds", bird, "nap" ] };
```

```
choices = [  
    cat.hobbies[ 3 ] +" in the sun", birds, cat.hobbies[ 1 ],  
    cat.hobbies[ cat.hobbies.length - 1 ], cat.hobbies[ 2 ]  
];
```

```
if ( weather === "sunny" && bird.isFlying === false) goal = choices[ 0 ];  
else if ( cat.age < x && bird.isFlying ) goal = choices[ choices.length - 5 ];  
else goal = choices[ choices.length ];
```

```
console.log(goal);
```

**// program ends**

Does the cat take a nap in the sun? Yes – No

What is `typeof cat.color.length` ?

What is `typeof bird` ?

What prints `typeof choices.length - 1` ?

What is `typeof cat.hobby` ?

#### D – Ghost in the Shell

in a Unix shell...

- How do you list all files in a folder ?
- How do you create a folder ?
- How do you rename a folder ?
- How do you navigate in ./js folder ?
- How do you check the current status of your local git repo ?

#### E – Is NaN ?

```
var x = 0, dog = { name: "Wako", age: 13 };
```

- isNaN( x )
- isNaN( NaN )
- isNaN( dog.ages )

#### F – Booleans

- false && true && false
- !true || false
- Boolean(0)
- true && !false
- Boolean("1")
- false + true

#### G – simple function

- Declare **AND** run a function foo
- foo takes bar as argument
- foo returns true if bar is a number, false otherwise

#### E – Loop

Write a for loop counting from 1 to 100