

1. The " var" and "function" are known as \_\_\_\_\_.

- a. Data types
- b. Keywords
- c. Prototypes
- d. Declaration statements \*

Answer:(D)

**Reason:** The "function" and "var" both are the Declaration statements. These both are used for defining, and declaring variable, function in anywhere in the program.

2. Which of these is a correct output for the JavaScript code given below?

```
string X= "Hey";  
string Y="There";  
alert(X+Y);
```

- a. Hey There
- b. Hey\_There
- c. HeyThere \*
- d. undefined

Answer: C

**Reason:** The alert method is commonly used for Displaying the value(or message) passed as argument in the "dialogbox" in the web-browser. Here, the alert method concatenates both given strings and prints as a single string in the form of output.

3. Which of these is known as the Equality operator used for checking whether both the values are equal?

a. =

b. == \*

c. ===

d. &&

Answer: B

Reason: **== operator** is a type of Relational Operator in JavaScript used to check for relations of equality. It returns a boolean result after the comparison and is extensively used in looping statements and conditional if-else statements.

```
4. function sayHi() {  
  console.log(name);  
  console.log(age);  
  var name = 'Lydia';  
  let age = 21;  
}
```

sayHi();

Answer : D

A: Lydia and undefined

B: Lydia and ReferenceError

C: ReferenceError and 21

D: undefined and ReferenceError \*

```
5. for (var i = 0; i < 3; i++) {  
  setTimeout(() => console.log(i), 1);  
}  
  
for (let i = 0; i < 3; i++) {  
  setTimeout(() => console.log(i), 1);  
}
```

A: 0 1 2 and 0 1 2

B: 0 1 2 and 3 3 3

C: 3 3 3 and 0 1 2 \*

Answer: C

Reason: Here “var” keeps the latest value of ‘i’ so it prints three times 3 Whereas “let” binds to inner scope each time differently.

```

6.function Person(firstName, lastName) {
  this.firstName = firstName;
  this.lastName = lastName;
}

const lydia = new Person('Lydia', 'Hallie');
const sarah = Person('Sarah', 'Smith');

```

```

console.log(lydia);
console.log(sarah);

```

Answer: A

Reason: Once the value of the const is declared it cannot be changed again

- A: `Person {firstName: "Lydia", lastName: "Hallie"}` and `undefined *`
- B: `Person {firstName: "Lydia", lastName: "Hallie"}` and `Person {firstName: "Sarah", lastName: "Smith"}`
- C: `Person {firstName: "Lydia", lastName: "Hallie"}` and `{}`
- D: `Person {firstName: "Lydia", lastName: "Hallie"}` and `ReferenceError`

```

7.function sum(a, b) {
  return a + b;
}

sum(1, '2');

```

- A: `NaN*`
- B: `TypeError`
- C: `"12"`
- D: `3`

Answer:A

Reason: Here return value is not stored any where, so the result will be null

```

8. let number = 0;
console.log(number++);
console.log(++number);
console.log(number);

```

Answer: C

Reason: (i++) it is post increment, means it increments the value after execution of statement. (++i) it is pre-increment, means it increments the value before execution of statement.

- A: 1 1 2
- B: 1 2 2
- C: 0 2 2\*
- D: 0 1 2

```
9. var num = 8;
var num = 10;
```

```
console.log(num);
```

A: 8

B: 10\*

C: `SyntaxError`

D: `ReferenceError`

Answer: B

Reason: 'var' it takes the latest value

```
10. const obj = { a: 'one', b: 'two', a: 'three' };
console.log(obj);
```

A: { a: "one", b: "two" }

B: { b: "two", a: "three" }

C: { a: "three", b: "two" }\*

D: `SyntaxError`

Answer: C

11. Output of code

```
var text = 'outside';
function logIt(){
  console.log(text);
  var text = 'inside';
};
logIt();
```

Answer: Undefined

Reason: Here introducing a new text variable that is local and due to variable hoisting, the actual var text line is interpreted *before* the call to console.log, hence the result is undefined.

14.Explain Hoisting with example.

Answer:**Hoisting** is a kind of default behavior in which all the declarations either variable declaration or function declaration are moved at the top of the scope just before executing the program's code.

Example: `var place = 'outside';`

```
function logIt(){
  console.log(place);
  var place = 'inside';
};
logIt();
```

15. Output of this code

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

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

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

Answer: 10,2

16. what would following code return

```
console.log( typeof 1);
```

Answer: number