

Quiz

A short quiz to test your understanding of Classes in the ES6 version of JavaScript.

1

The `constructor` is used to initialize the properties of the class.

☐ A) True

☐ B) False

2

The class declaration creates a function as an end result.

☐ A) True

☐ B) False

3

What is the error in the following code?

```
class Shape{  
  constructor(name,sides,length){  
    this.name = name,  
    this.sides = sides,  
    this.length = length  
  }  
}
```

```
}  
    displayName() {  
  
        return this.name  
    },  
    displaySides(){  
        return this.sides  
    }  
}  
var shape1 = new Shape('Square',4,10)
```

- ☐ A) The class declaration should be as `class shape = { }` instead.
- ☐ B) `this` should be replaced with `var` in the body of the constructor.
- ☐ C) A comma cannot be used to separate the members of a class.
- ☐ D) `displayName` function cannot access `name` directly.

4

Methods defined inside the class are assigned to the `prototype` of the class.

- ☐ A) True
- ☐ B) False

5

Methods inside the class that are assigned to the **prototype** of the class are known as static methods.

☐ A) True

☐ B) False

6

Static methods cannot be inherited by the objects of the class.

☐ A) True

☐ B) False

7

What is the error in the following code?

```
class Shape{
  constructor(name,sides,length){
    this.name = name,
    this.sides = sides,
    this.length = length
  }
  static displayName() {
    return this.name
  }
}
var shape1 = new Shape('Square',4,10)
shape1.displayName()
```

- ☐ A) Class declaration is incorrect.
- ☐ B) `var` should be used instead of `this` in the constructor.
- ☐ C) Properties in the constructor should be separated by commas.
- ☐ D) The function `displayName` should be called from the class `Shape` instead of the object `shape1`.

CHECK ANSWERS