

# Quiz

A short quiz to test your understanding of Inheritance in JavaScript.

1

If we create 50 Animal object instances, how many definitions of method `getName` and property `name` will we have?

```
function Animal(name,age ) {  
    this.name = name  
    this.age = age  
}  
Animal.prototype.getName = function() {  
    return this.name  
}  
Animal.prototype.getAge = function() {  
    return this.age  
}
```

- ☐ A) `getName` : 1 , `name` : 1
- ☐ B) `getName` : 1, `name` : 50
- ☐ C) `getName` : 50, `name` : 1
- ☐ D) `getName` : 50, `name` : 50

2

Whenever a property is to be found it is first searched in the

object and then the prototype chain is traversed.

☐ A) True

☐ B) False

3

Which `name` will be displayed in the code below?

```
function Animal(name,age ) {  
  this.name = name  
  this.age = age  
}  
Animal.prototype.name = 'Roofy'  
var animal = new Animal('Kitty',2)  
console.log(animal.name)
```

☐ A) Roofy

☐ B) Kitty

☐ C) Both of them

☐ D) None of them

4

`Object.prototype` always points to another object.

☐ A) True

☐ B) False

5

The `__proto__` property is used as a setter/getter for the `[[Prototype]]` property.

☐ A) True

☐ B) False

6

`call` is used to invoke a method defined anywhere in the current context.

☐ A) True

☐ B) False

7

`super` keyword is used to invoke child class methods and constructors.

☐ A) True

☐ B) False

8

In JavaScript, inheritance is implemented through mixins.

☐ A) True

☐ B) False

CHECK ANSWERS