

JavaScript Task

Total des points 218/250 ?

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(1) You could use Java Script in

1/1

- ☐ (a) web
- ☐ (b) mobile apps
- ☐ (c) Desktop apps
- ☒ (d) all of the above

(2) With JavaScript you can "display" data by Writing into an HTML element, using..... 1/1

- ☐ (a) console.log()
- ☒ (b) innerHTML
- ☐ (c) document.write()
- ☐ (d) window.alert()



(3) With JavaScript you can "display" data by Writing into the HTML output using..... 1/1

- ☐ (a) console.log()
- ☐ (b) innerHTML
- ☒ (c) document.write()
- ☐ (d) window.alert()

(4) With JavaScript you can "display" data by Writing into an alert box, using..... 1/1

- ☐ (a) console.log()
- ☐ (b) innerHTML
- ☐ (c) document.write()
- ☒ (d) window.alert()

(5) With JavaScript you can "display" data by Writing into the browser console, using..... 1/1

- ☒ (a) console.log()
- ☐ (b) innerHTML
- ☐ (c) document.write()
- ☐ (d) window.alert()



(6) Java Script is Case Sensitive?

1/1

- ☒ (a) yes
- ☐ (b) no

(7) What is the output?

1/1

```
var firsrname="islam"
```

```
var firsrName="Mohamed"
```

```
console.log(firsrname);
```

```
console.log(firsrName);
```

- ☒ (a) islam / Mohamed
- ☐ (b) Mohamed / islam
- ☐ (c) islam / islam
- ☐ (d) Mohamed/none



(8) What is the output?

1/1

```
var num=12;
```

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

- ☐ (a) num
- ☒ (b) 12
- ☐ (c) "12"
- ☐ (d) none of the above

(9) What is the output?

1/1

```
var num=12;
```

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

- ☒ (a) num
- ☐ (b) 12
- ☐ (c) "12"
- ☐ (d) none of the above



(10) What is the output?

1/1

```
var x="islam";
```

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

- ☐ (a) islam
- ☒ (b) string
- ☐ (c) boolean
- ☐ (d) none of the above

(11) What is the output?

1/1

```
var x=12;
```

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

- ☒ (a) number
- ☐ (b) 12
- ☐ (c) string
- ☐ (d) none of the above



(12) What is the output?

1/1

```
var x="12";
```

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

- ☐ (a) number
- ☐ (b) 12
- ☒ (c) string
- ☐ (d) none of the above

(13) What is the output?

1/1

```
var x=true;
```

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

- ☐ (a) number
- ☒ (b) boolean
- ☐ (c) string
- ☐ (d) none of the above



(14) What is the output?

1/1

```
var x=["islam",20,true,"Mohamed"];
```

```
console.log(typeof x[3]);
```

- ☐ (a) number
- ☐ (b) boolean
- ☒ (c) string
- ☐ (d) true

(15) What is the output?

1/1

```
var x=["islam",20,true,"Mohamed"];
```

```
console.log(x[3]);
```

- ☐ (a) number
- ☐ (b) boolean
- ☒ (c) Mohamed
- ☐ (d) true



(16) What is the output?

1/1

```
var x=["islam",20,true,"Mohamed"];
```

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

- ☐ (a) array
- ☒ (b) object
- ☐ (c) undefined
- ☐ (d) matrix

(17) JavaScript is the set of rules, how JavaScript programs are constructed:

1/1

- ☐ (a) statement
- ☐ (b) variable
- ☒ (c) syntax
- ☐ (d) none of the above

(18) What is the output?

1/1

```
var x="islam 'mohamed'";
```

```
console.log(x);
```

- ☐ (a) islam mohamed
- ☐ (b) "islam Mohamed"
- ☐ (c) 'islam mohamed'
- ☒ (d) none of the above



(19) The general rules for constructing names for variables (unique identifiers) 1/1 are.....

- ☐ (a) you can not start with number
- ☐ (b) named are case sensitive
- ☐ (c) Reserved cannot be used as names
- ☒ (d) all of the above

(20) What is the output?

1/1

```
var x=5;
```

```
x=null;
```

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

- ☐ (a) number
- ☐ (b) string
- ☐ (c) undefined
- ☒ (d) object



(21) What is the output?

1/1

```
var x;
```

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

- ☐ (a) number
- ☐ (b) string
- ☒ (c) undefined
- ☐ (d) object

(22) What is the output?

1/1

```
console.log(x);
```

- ☐ (a) x
- ☒ (b) error
- ☐ (c) undefined
- ☐ (d) none of the above



(23) What is the output?

1/1

```
var x={  
  name:"aya",  
  age:26  
};  
  
console.log(x.age);
```

- ☐ (a) age
- ☒ (b) 26
- ☐ (c) aya
- ☐ (d) none of the above

(24) What is the output?

1/1

```
var x={  
  name:"aya",  
  age:25  
};  
  
console.log(typeof x);
```

- ☒ (a) object
- ☐ (b) null
- ☐ (c) undefined
- ☐ (d) none of the above



(25) What is the output?

1/1

```
console.log(true)
```

- ☒ (a) true
- ☐ (b) false
- ☐ (c) 1
- ☐ (d) 0

(26) What is the output?

1/1

```
console.log(+true)
```

- ☐ (a) true
- ☐ (b) false
- ☒ (c) 1
- ☐ (d) 0

(27) What is the output?

1/1

```
console.log(false)
```

- ☐ (a) true
- ☒ (b) false
- ☐ (c) 1
- ☐ (d) 0



(28) What is the output?

1/1

```
console.log(+false)
```

- ☐ (a) true
- ☐ (b) false
- ☐ (c) 1
- ☒ (d) 0

(29) To write comment in single line we use.....

1/1

- ☐ (a) /* */
- ☒ (b) //
- ☐ (c) \\\
- ☐ (d) none of the above

(30) To write comment in multi-line we use.....

1/1

- ☒ (a) /* */
- ☐ (b) //
- ☐ (c) \\\
- ☐ (d) none of the above



(31) What is the output?

1/1

```
var x = 20 , y = 6
```

```
console.log(x%y)
```

- ☐ (a) 3
- ☒ (b) 2
- ☐ (c) 3.333
- ☐ (d) none of the above

(32) What is the output?

1/1

```
var x = 20
```

```
console.log(x++)
```

```
console.log(x)
```

- ☒ (a) 20 / 21
- ☐ (b) 21 / 21
- ☐ (c) 20 / 20
- ☐ (d) none of the above



(33) What is the output?

1/1

```
var x = 20
```

```
console.log(++x)
```

```
console.log(x)
```

- ☐ (a) 20 / 21
- ☒ (b) 21 / 21
- ☐ (c) 20 / 20
- ☐ (d) none of the above

(34) What is the output?

1/1

```
var x = 20
```

```
console.log(x--)
```

```
console.log(x)
```

- ☐ (a) 20 / 20
- ☐ (b) 19 / 19
- ☒ (c) 20 / 19
- ☐ (d) none of the above



(35) What is the output?

1/1

```
var x = 20
```

```
console.log(--x)
```

```
console.log(x)
```

- ☐ (a) 20 / 20
- ☒ (b) 19 / 19
- ☐ (c) 20 / 19
- ☐ (d) none of the above

(36) What is the output?

1/1

```
console.log(3)
```

- ☐ (a) -3
- ☒ (b) 3
- ☐ (c) "3"
- ☐ (d) none of the above

(37) What is the output?

1/1

```
console.log(-3)
```

- ☒ (a) -3
- ☐ (b) 3
- ☐ (c) "3"
- ☐ (d) none of the above



(38) What is the output?

1/1

```
console.log("3")
```

- ☐ (a) -3
- ☒ (b) 3
- ☐ (c) "3"
- ☐ (d) none of the above

(39) What is the output?

1/1

```
var x = 20
```

```
console.log(x+=5)
```

- ☐ (a) 20
- ☒ (b) 25
- ☐ (c) 20+=5
- ☐ (d) none of the above

(40) What is the output?

1/1

```
var x = 5 + "5"
```

```
console.log(x)
```

- ☐ (a) 10
- ☐ (b) 5 "5"
- ☒ (c) 55
- ☐ (d) none of the above



(41) what is the output?

1/1

```
var x = 5 + "5"
```

```
console.log(typeof x)
```

- ☒ (a) string
- ☐ (b) number
- ☐ (c) 55
- ☐ (d) none of the above

(42) what is the output?

1/1

```
var x = "islam" + 5
```

```
console.log(typeof x)
```

- ☒ (a) string
- ☐ (b) number
- ☐ (c) 55
- ☐ (d) none of the above



(43) what is the output?

1/1

```
var x = "islam" + 5
```

```
console.log(x)
```

- ☒ (a) islam5
- ☐ (b) "islam"5
- ☐ (c) islam+5
- ☐ (d) none of the above

(44) what is the output?

1/1

```
var x = 20
```

```
var y = "20"
```

```
console.log(x==y)
```

- ☒ (a) true
- ☐ (b) false
- ☐ (c) 20
- ☐ (d) none of the above



(45) what is the output?

1/1

```
var x = 20
```

```
var y = "20"
```

```
console.log(x===y)
```

- ☐ (a) true
- ☒ (b) false
- ☐ (c) 20
- ☐ (d) none of the above

(46) what is the output?

1/1

```
var x = 20
```

```
var y = "20"
```

```
console.log(x!==y)
```

- ☒ (a) true
- ☐ (b) false
- ☐ (c) 20
- ☐ (d) none of the above



(47) what is the output?

1/1

```
var x = 20
```

```
var y = "20"
```

```
console.log(x!=y)
```

- ☐ (a) true
- ☒ (b) false
- ☐ (c) 20
- ☐ (d) none of the above

(48) what is the output?

1/1

```
var x = 9 , y = 12
```

```
if(x == 5 && y == 12){
```

```
    console.log("yes")
```

```
}else{
```

```
    console.log("no")
```

```
}
```

- ☐ (a) yes
- ☒ (b) no



(49) what is the output?

1/1

```
var x = 2 , y = 3
```

```
function result(){  
  console.log(x*y)  
}  
result();
```

- ☐ (a) number
- ☐ (b) 5
- ☒ (c) 6
- ☐ (d) none of the above

(50) A function with no return value is called _____

1/1

- ☒ a) Procedures
- ☐ b) Method
- ☐ c) Static function
- ☐ d) Dynamic function



(51) what is the output?

1/1

what is the output?

```
function result(x,y){  
  console.log(x*y)  
}  
  
result(2,2);
```

- ☐ (a) number
- ☐ (b) 5
- ☒ (c) 4
- ☐ (d) none of the above

(52) what is the output and type of this function?

1/1

```
(function result(){  
  console.log("islam")  
})();
```

- ☒ (a) islam / self invoked function
- ☐ (b) islaam
- ☐ (c) basic function
- ☐ (d) none of the above



(53) The event occurs when the user clicks on an element.

1/1

- ☒ (a) onclick
- ☐ (b) ondbclick
- ☐ (c) onmousemove
- ☐ (d) none of the above

(54) The event occurs when the user double-clicks on an element.

1/1

- ☐ (a) onmousemove
- ☒ (b) ondbclick
- ☐ (c) onclick
- ☐ (d) none of the above

(55) The event occurs when the pointer is moving while it is over an element.

1/1

- ☐ (a) ondbclick
- ☐ (b) onclick
- ☒ (c) onmousemove
- ☐ (d) none of the above



0/1

(56) The event occurs when the mouse pointer is moved onto an element.

- ☒ (a) onmouseover
- ☐ (b) onmouseenter
- ☐ (c) mouse
- ☐ (d) none of the above

(57) The event occurs when the mouse pointer is moved out of an element. 1/1

- ☐ (a) onmouseover
- ☒ (b) onmouseleave
- ☐ (c) onmouseenter
- ☐ (d) none of the above

(58) The event occurs when the user presses a key (on the keyboard). 0/1

- ☐ (a) onkeydown
- ☐ (b) onkeypress
- ☒ (c) onkeyup
- ☐ (d) none of the above



(59) The event occurs when the user is pressing a key (on the keyboard). 0/1

- ☒ (a) onkeypress
- ☐ (b) onkeydown
- ☐ (c) onkeyup
- ☐ (d) none of the above

(60) The event occurs when the user releases a key (on the keyboard). 0/1

- ☐ (a) onkeyup
- ☐ (b) onkeypress
- ☒ (c) onkeydown
- ☐ (d) none of the above

(61) The event occurs when an object loses focus. 1/1

- ☒ (a) onblur
- ☐ (b) onfocus
- ☐ (c) onkeydown
- ☐ (d) none of the above



(62) The event occurs when the user copies the content of an element. 1/1

- ☒ (a) oncopy
- ☐ (b) onfocus
- ☐ (c) autofocus
- ☐ (d) none of the above

(63) The event occurs when the user right-clicks on an element to open the context menu. 1/1

- ☐ (a) onselect
- ☒ (b) oncontextmenu
- ☐ (c) onfocus
- ☐ (d) none of the above

(64) The event occurs when an element gets focus. 1/1

- ☒ (a) onfocus
- ☐ (b) on keypress
- ☐ (c) on focus
- ☐ (d) none of the above



(65) The event occurs when a form is reset.

1/1

- ☒ (a) onreset
- ☐ (b) onselect
- ☐ (c) on keydown
- ☐ (d) none of the above

(66) `const example = ({ a, b, c }) => {`

1/1

`console.log(a, b, c);`

`};`

`example(0, 1, 2);`

- ☐ a) 1 2 3
- ☐ b) 1 undefined 2 undefined
- ☒ c) undefined undefined undefined
- ☐ d) none of the above

(67) The event occurs when a form is submitted.

1/1

- ☐ (a) onkeyup
- ☒ (b) onsubmit
- ☐ (c) onwheel
- ☐ (d) none of the above



(68) The event occurs after some text has been selected in an element. 1/1

- ☒ (a) onselect
- ☐ (b) onreset
- ☐ (c) onfocus
- ☐ (d) none of the above

(69) The event occurs when the mouse wheel is rolled up or down over an element. 1/1

- ☐ (a) onkeyup
- ☒ (b) onwheel
- ☐ (c) onfocus
- ☐ (d) none of the above

(70) for(var x=20;x>=5 ;x++){ 1/1

console.log(x)

}

- ☒ (a) infinite loop
- ☐ (b) print from 5 to 20
- ☐ (c) syntax error
- ☐ (d) none of the above



(71) `for(var x=20,x>=5 ;x++){`
`console.log(x)`
`}`

1/1

- ☐ (a) infinite loop
- ☐ (b) print from 5 to 20
- ☒ (c) syntax error
- ☐ (d) none of the above

(72) The method returns the **first** element that matches a CSS selector. 1/1

- ☒ (a) `querySelector()`
- ☐ (b) `querySelectorall()`
- ☐ (c) `innerHTML`
- ☐ (d) none of the above

(73) The method parses a string argument and returns an integer of the specified radix or base. 1/1

- ☒ (a) `Number.parseInt()`
- ☐ (b) `query`
- ☐ (c) `radix`
- ☐ (d) none of the above



(74) The.....method returns the value of an element's attribute.

1/1

- ☐ (a) querySelector()
- ☒ (b) getAttribute()
- ☐ (c) attr
- ☐ (d) none of the above

(75) what is the output?

1/1

```
var str = "hello world"
```

```
var code = str.split("") // no spaces
```

```
console.log(code)
```

- ☒ (a) ['h', 'e', 'l', 'l', 'o', ' ', 'w', 'o', 'r', 'l', 'd']
- ☐ (b) ['hello', 'world']
- ☐ (c) ['error', error]
- ☐ (d) none of the above



(76) what is the output?

1/1

```
var str = "hello world"
```

```
var code = str.split(" ") // there is a space
```

```
console.log(code)
```

- ☐ (a) ['h', 'e', 'l', 'l', 'o', ' ', 'w', 'o', 'r', 'l', 'd']
- ☒ (b) ['hello', 'world']
- ☐ (c) ['error', error]
- ☐ (d) none of the above

(77) var str = "hello world"

1/1

```
var code = str.slice(2,8)
```

```
console.log(code)
```

- ☒ (a) llo wo
- ☐ (b) llo wol
- ☐ (c) ello wo
- ☐ (d) none of the above



(78) `var str = "hello world"`

1/1

```
var code = str.toUpperCase()
```

```
console.log(code)
```

- ☒ (a) HELLO WORLD
- ☐ (b) Hello World
- ☐ (c) hello world
- ☐ (d) none of the above

(79) `var str = "Hello World"`

1/1

```
var code = str.toUpperCase()
```

```
console.log(code)
```

- ☒ (a) HELLO WORLD
- ☐ (b) Hello World
- ☐ (c) hello world
- ☐ (d) none of the above



(80) `var str = " Hello"`

1/1

```
var code = str.trim()
```

```
console.log(code)
```

- ☒ (a) Hello
- ☐ (b) Hello
- ☐ (c) hello
- ☐ (d) none of the above

(81) `var elements = ['Fire', 'Air', 'Water'];`

1/1

```
console.log(elements.join());
```

- ☒ (a) Fire,Air,Water
- ☐ (b) FireAirWater
- ☐ (c) Fire-Air-Water
- ☐ (d) none of the above

(82) `var elements = ['Fire', 'Air', 'Water'];`

1/1

```
console.log(elements.join(""));
```

- ☐ (a) Fire,Air,Water
- ☒ (b) FireAirWater
- ☐ (c) Fire-Air-Water
- ☐ (d) none of the above



(83) `var elements = ['Fire', 'Air', 'Water'];`

1/1

`console.log(elements.join('-'));`

- ☐ (a) Fire,Air,Water
- ☐ (b) FireAirWater
- ☒ (c) Fire-Air-Water
- ☐ (d) none of the above

(84) `var plants = ['broccoli', 'cauliflower', 'cabbage', 'kale', 'tomato'];`

0/1

`console.log(plants.pop());`

`console.log(plants);`

- ☐ (a) ['broccoli', 'cauliflower', 'cabbage', 'kale']
- ☐ (b) ['broccoli']
- ☐ (c) ['broccoli', 'cauliflower']
- ☒ (d) none of the above



(85) `const animals = ['pigs', 'goats', 'sheep'];`

1/1

`const count = animals.push('cows');`

`console.log(animals);`

- ☒ (a) `['pigs', 'goats', 'sheep', 'cows']`
- ☐ (b) `['pigs', 'goats', 'sheep']`
- ☐ (c) `['pigs', 'goats', 'cows']`
- ☐ (d) none of the above

(86) `const array1 = [1, 2, 3];`

1/1

`const firstElement = array1.shift();`

`console.log(array1);`

- ☒ (a) `[2, 3]`
- ☐ (b) `2`
- ☐ (c) `3`
- ☐ (d) none of the above



(87) `const array1 = [1, 2, 3];`

1/1

`const firstElement = array1.shift();`

`console.log(firstElement);`

- ☒ (a) 1
- ☐ (b) 2
- ☐ (c) 3
- ☐ (d) none of the above

(88) `const array1 = [1, 2, 3];`

1/1

`console.log(array1.unshift(4, 5));`

`console.log(array1);`

- ☒ (a) [4, 5, 1, 2, 3]
- ☐ (b) [1, 2, 3,4,5]
- ☐ (c) [4,5]
- ☐ (d) none of the above

(89) `const array1 = [1, 2, 3];`

1/1

`console.log(array1.length);`

- ☒ (a) 3
- ☐ (b) 2
- ☐ (c) 4
- ☐ (d) none of the above



(90) `var array1 = [1, 3];`

1/1

`var array2 = [2,4];`

`console.log(array1.concat(array2));`

- ☒ (a) [1, 3, 2, 4]
- ☐ (b) [2,4,1,3]
- ☐ (c) [1,2,3,4]
- ☐ (d) none of the above

(91) `var array1 = [1, 3];`

1/1

`var array2 = [2,4];`

`console.log(array2.concat(array1));`

- ☐ (a) [1, 3, 2, 4]
- ☒ (b) [2,4,1,3]
- ☐ (c) [1,2,3,4]
- ☐ (d) none of the above

(92) `var array1 = ["aya","esraa","hadeer"];`

1/1

`console.log(array1.slice(0,1));`

- ☒ (a) ['aya']
- ☐ (b) ['aya', 'esraa']
- ☐ (c) Error
- ☐ (d) none of the above



(93) `var array1 = ["aya","esraa","hadeer"];`

1/1

`console.log(array2.slice(0,1));`

- ☐ (a) ['aya']
- ☐ (b) ['aya', 'esraa']
- ☒ (c) Error
- ☐ (d) none of the above

(94) `var num = Math.round(2.4)`

1/1

`console.log(num)`

- ☒ (a) 2
- ☐ (b) 3
- ☐ (c) 2.4
- ☐ (d) none of the above

(95) `var num = Math.sqrt(25)`

1/1

`console.log(num)`

- ☒ (a) 5
- ☐ (b) 2
- ☐ (c) 25
- ☐ (d) none of the above



(96) `var num = math.pow(2,3)`

0/1

`console.log(num)`

- ☒ (a) 8
- ☐ (b) 6
- ☐ (c) 5
- ☐ (d) none of the above

(97) `var num = Math.ceil(2.3)`

1/1

`console.log(num)`

- ☒ (a) 3
- ☐ (b) 2
- ☐ (c) 2.3
- ☐ (d) none of the above

(98) `var num = Math.floor(2.3)`

1/1

`console.log(num)`

- ☒ (a) 2
- ☐ (b) 3
- ☐ (c) 4
- ☐ (d) none of the above



(99)returns a random number between 0 (inclusive), and 1 (exclusive): 1/1

- ☐ (a) Math.randam()
- ☐ (b) maths.random()
- ☒ (c) Math.random()
- ☐ (d) none of the above

(100) What server support Ajax? 0/1

- ☐ (a) www
- ☐ (b) SMTP
- ☐ (c) HTTP
- ☒ (d) none of the above

(101) Ajax stands for..... 1/1

- ☒ (a) Asynchronous JavaScript And XML
- ☐ (b) Asynchronous Java And XML.
- ☐ (c) Asynchronous json And XML.
- ☐ (d) none of the above



(102) Which method is an alternative of the property **location** of a window object? 1/1

- ☒ (a) submit()
- ☐ (b) locate()
- ☐ (c) load()
- ☐ (d) none of the above

(103) Which of the following uses scripted HTTP? 1/1

- ☐ (a) XML
- ☐ (b) Html
- ☒ (c) Ajax
- ☐ (d) none of the above

(104) Which is the element that has a **src** property to initiate HTTP GET request? 1/1

- ☐ (a) img
- ☐ (b) iframe
- ☐ (c) script
- ☒ (d) img&script



(105) Which of the following are the features of an HTTP request?

1/1

- ☐ (a) URL being requested
- ☐ (b) Optional request body
- ☐ (c) Optional set of request headers
- ☒ (d) All of the

(106) is a text format for storing and transporting data

1/1

- ☒ (a) JSON
- ☐ (b) ajax
- ☐ (c) syntax
- ☐ (d) none of the above

(107) stands for **JavaScript Object Notation**

1/1

- ☒ (a) JSON
- ☐ (b) ajax
- ☐ (c) syntax
- ☐ (d) none of the above



(108) JavaScript has a built in function for converting JSON strings into JavaScript objects:

1/1

- ☒ (a) JSON.parse()
- ☐ (b) JSON.stringify()
- ☐ (c) json_string
- ☐ (d) none of the above

(109) JavaScript has a built in function for converting an object into a JSON string:

1/1

- ☐ (a) JSON.parse()
- ☒ (b) JSON.stringify()
- ☐ (c) json_string
- ☐ (d) none of the above

(110) What is the full form DOM?

1/1

- ☒ (a) Document Object Model
- ☐ (b) Document Onhalt Model
- ☐ (c) Document Oriented Model
- ☐ (d) Document Oriented Management



(111) `getElementsByTagName("*")`

1/1

- ☒ (a) returns all elements in the document.
- ☐ (b) return properities
- ☐ (c) syntax error
- ☐ (d) none of the above

(112) Which type of JavaScript language is

0/1

- ☒ (a) Object-Oriented
- ☐ (b) Object-Based
- ☐ (c) Assembly-language
- ☐ (d) High-level

(113) In JavaScript the `x===y` statement implies that:

1/1

- ☐ (a) Both x and y are equal in value, type and reference address as well.
- ☐ (b) Both are x and y are equal in value only.
- ☒ (c) Both are equal in the value and data type.
- ☐ (d) Both are not same at all.



(114) what is the output?

1/1

```
var X= "Good";
```

```
var Y="Evening";
```

```
alert(X+Y);
```

- ☒ (a) GoodEvening
- ☐ (b) Good Evening
- ☐ (c) x+y
- ☐ (d) none of the above

(115) what is the output?

1/1

) what is the output?

```
var X= "Good";
```

```
var Y="Evening";
```

```
alert(X+" "+Y);
```

- ☒ (a) Good Evening
- ☐ (b) GoodEvening
- ☐ (c) x+y
- ☐ (d) none of the above



(116) In a case, where the value of the operator is NULL , the typeof returned by 1/1 the unary operator is__

- ☒ (a) object
- ☐ (b) null
- ☐ (c) array
- ☐ (d) none of the above

(117) let a=1;

1/1

if(a!=null)

console.log(1);

else

console.log(0);

- ☒ (a) 1
- ☐ (b) 0
- ☐ (c) error
- ☐ (d) none of the above



(118) Which of the following object is the main entry point to all client-side JavaScript features and APIs? 1/1

- ☐ (a) Position
- ☒ (b) Window
- ☐ (c) Standard
- ☐ (d) Location

(119) function sanfoundry(javascript) 1/1

```
{  
  return (javascript ? "yes": "no");  
}  
  
var x = true;  
  
console.log(sanfoundry(x));
```

- ☒ (a) yes
- ☐ (b) no
- ☐ (c) error
- ☐ (d) none of the above



(120) Which of the following can be used to call a JavaScript Code Snippet? 1/1

- ☒ (a) Function/Method
- ☐ (b) Preprocessor
- ☐ (c) Triggering Event
- ☐ (d) RMI

(121) `<p id="demo"></p>` 1/1

`<script>`

function javascript()

{

document.getElementById("demo").innerHTML = Math.abs(-7.25);

}

`</script>`

- ☐ (a) -7.25
- ☒ (b) 7.25
- ☐ (c) -7
- ☐ (d) 7



(122) **var** a=5 , b=1

1/1

var obj = { a : 10 }

with(obj)

{

 alert(b)

}

- ☒ (a) 1
- ☐ (b) 10
- ☐ (c) 5
- ☐ (d) none of the above

(123) **var** js = 0;

1/1

while (js < 10)

{

 console.log(js);

 js++;

}

- ☐ (a) An exception is thrown
- ☐ (b) The values of js are logged or stored in a particular location or storage
- ☒ (c) The value of js from 0 to 9 is displayed in the console
- ☐ (d) An error is displayed



(124) `var a=0;`

0/1

`for(a;a<5;a++);`

`console.log(a);`

- ☒ (a) 5
- ☐ (b) 4
- ☐ (c) 0
- ☐ (d) none of the above

(125) Which of the following is not a framework?

0/1

- ☐ (a) JavaScript .NET
- ☐ (b) JavaScript
- ☒ (c) Cocoa JS
- ☐ (d) jQuery

(126) What will be the result or type of error if p is not defined in the following JavaScript code snippet? 1/1

`console.log(p)`

- ☐ (a) Value not found Error
- ☒ (b) Reference Error
- ☐ (c) Null
- ☐ (d) Zero



(127) Which of the following is the property that is triggered in response to JS errors?

- ☐ (a) onclick
- ☒ (b) onerror
- ☐ (c) onmessage
- ☐ (d) onexception

(128) `var a = [];`

0/1

`a.unshift(1);`

`a.unshift(22);`

`a.shift();`

`a.unshift(3,[4,5]);`

`a.shift();`

`a.shift();`

`a.shift();`

- ☒ (a) 1
- ☐ (b) [4,5]
- ☐ (c) [3,4,5]
- ☐ (d) runtime error



(129) var sum=0;

1/1

var arr = [10,15,20,30];

arr.forEach(function myFunction(element)

{

sum= sum+element;

});

alert (sum);

- ☐ a) 70
- ☒ b) 75
- ☐ c) 10
- ☐ d) error

(130) var values=["one","two","Three"];

1/1

var ans=values.shift();
document.writeln(ans);

- ☒ a) one
- ☐ b) two
- ☐ c) three
- ☐ d) error



(131) **var** arr=[1,2,3];

1/1

var rev=arr.reverse();

document.writeln(rev);

- ☐ a) 1, 2, 3
- ☒ b) 3, 2, 1
- ☐ c) 3
- ☐ d) 1

(132) Which of the operator is used to test if a particular property exists or not?

1/1

- ☒ a) in
- ☐ b) exist
- ☐ c) within
- ☐ d) exists



(133) **var** obj=

0/1

```
{  
    length:20,  
    height:35,  
}  
  
if ('breadth' in obj === false)  
{  
    obj.breadth = 12;  
}
```

console.log(obj.breadth);

- ☐ a) 20
- ☐ b) 12
- ☐ c) undefined
- ☒ d) error

(134) string a = "hi";

0/1

string b = "there";

alert(a+b);

- ☐ a) hi
- ☐ b) therehi
- ☐ c) hithere
- ☒ d) undefined



(135) `console.log(Math.cbrt(125));`

1/1

- ☐ (a) 25
- ☒ (b) 5
- ☐ (c) 125
- ☐ (d) error

(136) `console.log(Math.acos(0.5));`

1/1

- ☐ a) 1.01
- ☒ b) 1.047
- ☐ c) 1.00
- ☐ d) 1.4

(137) The script tag must be placed in _____

1/1

- ☐ a) the head tag
- ☒ b) the head or body
- ☐ c) the title or head
- ☐ d) after the body tag



(138) JavaScript can be written _____

1/1

- ☒ a) directly into JS file and included into HTML
- ☐ b) directly on the server page
- ☐ c) directly into HTML pages
- ☐ d) directly into the css file

(139) Which of the following Attribute is used to include External JS code inside your HTML Document? 1/1

- ☒ a) src
- ☐ b) ext
- ☐ c) script
- ☐ d) link

(140) A proper scripting language is a _____

1/1

- ☒ a) High level programming language
- ☐ b) Assembly level programming language
- ☐ c) Machine level programming language
- ☐ d) Low level programming language



(141) `<p id="demo"></p>`

1/1

`<script>`

`var x = 5;`

`var y = 2;`

`var z = x % y;`

`document.getElementById("demo").innerHTML = z;`

`</script>`

☐ a) 0

☒ b) 1

☐ c) 2

☐ d) 5

(142) `<p id="demo"></p>`

1/1

`<script>`

`var x = 10;`

`x *= 5;`

`document.getElementById("demo").innerHTML = x;`

`</script>`

☐ a) 5

☐ b) 10

☒ c) 50

☐ d) Error



(143) <p id="demo"></p>

0/1

<script>

txt1 = " one";

txt1 += "two";

document.getElementById("demo").innerHTML = txt1;

</script>

- ☐ a) onetwo
- ☐ b) one two
- ☒ c) error
- ☐ d) undefined

(144) <p id="demo"></p>

1/1

<script>

document.getElementById("demo").innerHTML = typeof "John"

</script>

- ☐ a) integer
- ☐ b) number
- ☒ c) string
- ☐ d) error



(145) If the user presses "ok" in the dialog box then what will be the output of 1/1 the following JavaScript code?

```
function msg()  
{  
    var v= confirm("Are u sure?");  
    if(v==true)  
    {  
        alert("yes");  
    }  
    else  
    {  
        alert("no");  
    }  
}
```

- ☐ a) true
- ☒ b) yes
- ☐ c) no
- ☐ d) undefined

(146) document.writeln("
screen.width: "+screen.width);

1/1

- ☐ a) Browser length
- ☒ b) Browser width
- ☐ c) Browser area
- ☐ d) Error



(147) The **URL** property belongs to which of the following object?

1/1

- ☒ a) Document
- ☐ b) Element
- ☐ c) Location
- ☐ d) Event

(148) What does the **location** property represent?

1/1

- ☐ a) Current DOM object
- ☒ b) Current URL
- ☐ c) Both DOM object and URL
- ☐ d) Document

(149) Which among the following is not a property of the Location object?

1/1

- ☐ a) protocol
- ☐ b) host
- ☒ c) hostee
- ☐ d) hostname



(150) A function with no return value is called _____

1/1

- ☒ a) Procedures
- ☐ b) Method
- ☐ c) Static function
- ☐ d) Dynamic function

(151) Which keyword is used to define the function in javascript?

1/1

- ☐ a) void
- ☐ b) int
- ☒ c) function
- ☐ d) main

(152) **var** arr = [7, 5, 9, 1];

1/1

var value = Math.max.apply(**null**, arr);

document.writeln(value);

- ☐ a) 7
- ☐ b) 5
- ☐ c) 1
- ☒ d) 9



(153) **function** code(id,name)

1/1

{

this.id = id;

this.name = name;

}

function pcode(id,name)

{

 code.call(**this**,id,name);

}

document.writeln(**new** pcode(101,"vivek").id);

- ☐ a) vivek
- ☒ b) 101
- ☐ c) Runtime error
- ☐ d) Compilation error

(154) A function with no return value is called _____

1/1

- ☒ a) Procedures
- ☐ b) Method
- ☐ c) Static function
- ☐ d) Dynamic function



(155) `const a = c => c;`

1/1

`const b = c => c;`

`console.log(a == b);`

`console.log(a(7) === b(7));`

- ☒ a) false true
- ☐ b) true true
- ☐ c) true false
- ☐ d) false false

(156) `const myFunc = str => {`

1/1

`if (str.length > 1) {`

`return myFunc(str.slice(1));`

`}`

`return str;`

`};`

`console.log(myFunc('Hello world'));`

- ☒ a) d
- ☐ b) ld
- ☐ c) world
- ☐ d) llo



(157) const obj = {

1/1

1: 1,

2: 2,

3: 3

};

console.log(Object.keys(obj) == Object.values(obj));

- ☒ a) false
- ☐ b) true
- ☐ c) none
- ☐ d) error

(159) const timesTable = num1 => {

1/1

return num2 => {

return num1 * num2;

};

};

console.log(timesTable(4)(5));

- ☒ a) 20
- ☐ b) 9
- ☐ c) 15
- ☐ d) null



(160) `const a = { firstName: 'Joe' };`

1/1

`const b = a;`

`b.firstName = 'Pete';`

`console.log(a);`

- ☒ a) {firstName: 'Pete'}
- ☐ b) {firstName: joe}
- ☐ c) {firstName}
- ☐ d) none of the above

(161) `const array1 = ['a', 'b', 'c'];`

1/1

`array1.forEach(element => console.log(element));`

- ☒ a) a b c
- ☐ b) a
- ☐ c) a b
- ☐ d) 3



(162) const words = ['spray', 'limit', 'elite', 'exuberant', 'destruction', 'present']; 1/1

```
const result = words.filter(word => word.length > 6);  
console.log(result);
```

- ☒ a) ['exuberant', 'destruction', 'present']
- ☐ b) ['elite', 'exuberant', 'destruction', 'present']
- ☐ c) ['spray', 'destruction', 'present']
- ☐ d) error

(163) const months = ['March', 'Jan', 'Feb', 'Dec']; 0/1

```
months.sort();  
console.log(months);
```

- ☐ a) ['Dec', 'Feb', 'Jan', 'March']
- ☐ b) ['Dec', 'Feb', 'Jan', 'March']
- ☒ c) ['Jan', 'Feb', 'March', 'Dec'];
- ☐ d) [3,1,2,4]



(164) The object represents an error when trying to interpret syntactically 1/1
invalid code. It is thrown when the JavaScript engine encounters tokens or token
order that does not conform to the syntax of the language when parsing code

- ☒ a) syntax error
- ☐ b) reference error
- ☐ c) type error
- ☐ d) none of the above

(165) `const array1 = ['a', 'b', 'c'];`

1/1

`const iterator = array1.values();`

`for (const value of iterator) {`

`console.log(value);`

`}`

- ☒ a) a b c
- ☐ b) 1 2 3
- ☐ c) array1.value
- ☐ d) none of the above



(166) the object represents an error when a variable that doesn't exist (or 1/1 hasn't yet been initialized) in the current scope is referenced.

- ☐ a) syntax error
- ☒ b) reference error
- ☐ c) typeError
- ☐ d) none of the above

(167) The object represents an error when an operation could not be performed, typically (but not exclusively) when a value is not of the expected type. 1/1

- ☐ a) syntax error
- ☐ b) reference error
- ☒ c) typeError
- ☐ d) none of the above

(168) The object represents an error when a global URI handling function 1/1 was used in a wrong way.

- ☒ a) URIError
- ☐ b) stntax error
- ☐ c) reference error
- ☐ d) none of the above



(169) `console.log("50" + 50 - 50)`

1/1

- ☒ A. 5000
- ☐ B. 50
- ☐ C. 500
- ☐ D. 505050

(170) `console.log((50 - 50 + "50"))`

1/1

- ☒ A. 050
- ☐ B. 50
- ☐ C. 5
- ☐ D. 505050



(171) function TnS_outer(){
 var a = 10 ;
 function TnS_inner(){
 var b= 10 ;
 return a + b ;
 }
 return TnS_inner();
}
console.log(TnS_outer());

1/1

- ☐ A. 10
- ☒ B. 20
- ☐ C. Undefined
- ☐ D. Error



(172) function TnS_add(a,b)

1/1

```
{  
  return a + b;  
}  
function TnS_spreadadd(...nums){  
  var count = 0 ;  
  for(let num of nums)  
  {  
    count += num ;  
  }  
  return count ;  
}
```

console.log(TnS_add(10,20,40) , TnS_spreadadd(10,20,40))

- ☐ A. Error
- ☒ B. 30, 70
- ☐ C. Undefined, 70
- ☐ D. 30, 30

(173) Which statement cannot be used to declare a variable in JavaScript?

1/1

- ☐ (a) let
- ☐ (b) var
- ☒ (c) int
- ☐ (d) const



(174) What are Functions in JavaScript?

0/1

- ☐ (a) Functions are basically a statement which returns a constant value.
- ☐ (b) Functions are basically a set of statements that perform some task
- ☒ (c) Functions are one of the data types in JavaScript.
- ☐ (d) All of these

(175) A function with no return value is called _____

1/1

- ☒ a) Procedures
- ☐ b) Method
- ☐ c) Static function
- ☐ d) Dynamic function

(176) Which of the following is an array method?

1/1

- ☐ a) map
- ☐ b) filter
- ☐ c) reduce
- ☒ d) all of the above



(177) What will be the output of the below code snippet? `let{name,age}={name:"abc",age:1,id:1} console.log(name,age)` 1/1

- ☒ a) abc 1
- ☐ b) 1
- ☐ c) [abc.name](#)
- ☐ d) none of the above

(178) Which of the following is a valid function declaration syntax? 0/1

- ☒ a) `Function abc() {}`
- ☐ b) `Var abc = () => {}`
- ☐ c) Both a and b
- ☐ d) none of the above

(179) `console.log(0 == null)` 1/1

- ☐ a) true
- ☒ b) false
- ☐ c) null
- ☐ d) none of the above



(180) `console.log(0 == false)`

1/1

- ☒ a) true
- ☐ b) false
- ☐ c) null
- ☐ d) none of the above

(181) Which array method is used to iterate on all the array elements and perform some task/transformation on them and return the new array?

1/1

- ☒ a) map
- ☐ b) reduce
- ☐ c) foreach
- ☐ d) filter

(182) `let numbers=[1,2,3,4,5,6,7,8];`
`console.log(numbers.filter(x=>x%2==0));`

1/1

- ☐ a) true
- ☐ b) false
- ☒ c) 2,4,6,8
- ☐ d) 1,3,5,7



(183) Which method is used to listen to events from DOM elements?

1/1

- ☐ a) Element.addListener(event => {})
- ☐ b) AddListener(element, event => {})
- ☐ c) AddEventListener(element, event => {})
- ☒ d) Element.addEventListener(event => {})

(184) What is the full form of DOM?

1/1

- ☐ a) Data Object Model
- ☐ b) Document or Model
- ☒ c) Document Object Model
- ☐ d) Document Object Meduim

(185) which method is used to convert the JSON string to a JSON object? 1/1

- ☒ a) JSON.parse(string)
- ☐ b) JSON.convertToObject(string)
- ☐ c) JSON.object(string)
- ☐ d) None of these



(186) Inside which HTML element do we put the JavaScript?

1/1

- ☒ a) <script>
- ☐ b) <javascript>
- ☐ c) <js>
- ☐ d) none of the above

(187) How do you write "Hello World" in an alert box?

1/1

- ☐ a) alertbox("Hello World");
- ☐ b) console.log("Hello World");
- ☒ c) alert("Hello World");
- ☐ d) none of the above

(188) How do you create a function in JavaScript?

1/1

- ☐ a) function = myFunction()
- ☐ b) function:myFunction()
- ☒ c) function myFunction()
- ☐ d) none of the above



(189) How do you call a function named "myFunction"?

1/1

- ☐ a) call function myFunction()
- ☐ b) call myFunction()
- ☒ c) myFunction()
- ☐ d) none of the above

(190) JavaScript is the same as Java?

1/1

- ☐ a) true
- ☒ b) false

(191) Can you access Cookie using javascript?

1/1

- ☒ a) yes
- ☐ b) no

(192) Which built-in method returns the character at the specified index?

1/1

- ☐ A) characterAt()
- ☐ B) getCharAt()
- ☒ C) charAt()
- ☐ D) None of the above.



(193) Which of the following function of String object returns the calling string value converted to upper case?

1/1

- ☐ A - toLocaleUpperCase()
- ☒ B - toUpperCase()
- ☐ C - toString()
- ☐ D - substring()

(194) Which of the following methods is used to access HTML elements using Javascript?

1/1

- ☐ a) getElementById()
- ☐ b) getElementByClassName()
- ☒ (c) both A and B
- ☐ d) none of the above

(195) How can a datatype be declared to be a constant type?

1/1

- ☐ a) var
- ☐ b) let
- ☒ c) const
- ☐ d) none of the above



(196) <script type="text/javascript">

1/1

a = 5 + "9";

document.write(a);

</script>

- ☐ a) 14
- ☐ b) runtime error
- ☒ c) 59
- ☐ d) reference error

(197) (function(a){

1/1

return (function(){

console.log(a);

a = 6;

})();

})(21);

- ☒ a) 21
- ☐ b) 6
- ☐ c) nan
- ☐ d) none of the above



(198) `var a = 1;`

1/1

`var b = 0;`

`while (a <= 3)`

`{`

`a++;`

`b += a * 2;`

`console.log(b);`

`}`

- ☐ a) 2 4 6
- ☐ b) 5 10 14
- ☒ c) 4 10 18
- ☐ d) none of the above

(199) `var b = Math.min();`

1/1

`console.log(b);`

- ☒ a) Infinity
- ☐ b) -Infinity
- ☐ c) 1
- ☐ d) 0



(200) `var b = Math.max();`

1/1

`console.log(b);`

- ☐ a) Infinity
- ☒ b) -Infinity
- ☐ c) 1
- ☐ d) 0

(201) `var a = Math.max() < Math.min();`

1/1

`var b = Math.max() > Math.min();`

`console.log(a);`

`console.log(b);`

- ☒ a) true false
- ☐ b) false true
- ☐ c) false false
- ☐ d) true true

(202) `var a = true + true + true * 2;`

1/1

`console.log(a)`

- ☐ a) 6
- ☐ b) 2
- ☒ c) 4
- ☐ d) error



(203) `var a = 3*true + true/2 + true * 2;`

1/1

`console.log(a)`

- ☐ a) 9
- ☐ b) 5
- ☒ c) 5.5
- ☐ d) error

(204) `alert(NaN===NaN)`

0/1

- ☐ a) error
- ☒ b) false
- ☐ c) true
- ☐ d) undefined

(205) `alert(nan===nan)`

0/1

- ☐ a) error
- ☐ b) false
- ☒ c) true
- ☐ d) undefined



(206) `alert(typeof(NaN));`

1/1

- ☐ a) string
- ☐ b) boolean
- ☒ c) number
- ☐ d) undefined

(206) `alert(typeof(nan));`

1/1

- ☐ a) string
- ☐ b) error
- ☒ c) undefined
- ☐ d) undefined

(207) Which function is used to serialize an object into a JSON string in Javascript?

1/1

- ☒ a) stringify()
- ☐ b) parse()
- ☐ c) string
- ☐ d) undefined



(208) `let sum = 0;`

1/1

`const a = [1, 2, 3];`

`a.forEach(getSum);`

`console.log(sum);`

`function getSum(ele) {`

`sum += ele;}`

- ☒ a) 6
- ☐ b) 10
- ☐ c) 12
- ☐ d) none of the above

(209) `console.log(parseInt("123Hello"));`

0/1

- ☐ a) hello
- ☐ b) 123
- ☒ c) 123hello
- ☐ d) NaN



(210) `console.log(parseInt("Hello123"));`

1/1

- ☐ a) hello
- ☐ b) 123
- ☐ c) 123hello
- ☒ d) NaN

(211) Which of the following are closures in Javascript?

1/1

- ☐ a) variable
- ☐ b) function
- ☐ c) object
- ☒ d) all of the above

(212) Which of the following is not a Javascript framework?

1/1

- ☐ (a)Node
- ☐ (b)Vue
- ☐ (c)React
- ☒ (d)Cassandra



(213) `var a = "hello";`

0/1

`var sum = 0;`

`for(var i = 0; i < a.length; i++) {`

`sum += (a[i] - 'a');`

`}`

`console.log(sum);`

- ☐ a) 47
- ☐ b) 0
- ☐ c) NaN
- ☒ d) undefined

(214) `alert(typeof(NaN));`

1/1

- ☐ a) string
- ☐ b) error
- ☒ c) number
- ☐ d) undefined



(215) The object allows you to save key/value pairs in the browser & stores 0/1 data with no expiration date..

- ☐ (a) ram
- ☒ (b) storage
- ☐ (c) localStorage
- ☐ (d) sessionStorage

(216) The object let you store key/value pairs in the browser & stores data 0/1 for only one session.

- ☐ (a) ram
- ☐ (b) storage
- ☒ (c) localStorage
- ☐ (d) sessionStorage

217-" var" are known as:

0/1

- ☐ Keyword
- ☒ Data type
- ☐ Declaration statement
- ☐ Prototype



218- Which of the following is the correct output for the following JavaScript code: 1/1

```
var grade='C'; var result;  
switch(grade) { case'A': { result+="10"; break; } case'B': {  
result+=" 9"; break; } case'C': { result+=" 8"; break; } default: result+="  
0"; } document.write(result);
```

- ☐ 10
- ☒ 8
- ☐ 9
- ☐ 0

219- Which of the following is the correct output for the following JavaScript code: 1/1

```
var x=3; var y=2; var z=0;  
If(x==y) document.write(x); elseif(x<=y)  
document.write(x); else document.write(z);
```

- ☐ 3
- ☒ 0
- ☐ error
- ☐ 2



220- Which one of the following is the correct way for calling the JavaScript code? 1/1

- ☐ Triggering Event
- ☒ Function/Method
- ☐ JSON
- ☐ bdi

221-Which one of the following is used for the calling a function or a method in the JavaScript: 1/1

- ☐ Functional expression
- ☒ Invocation expression
- ☐ Primary expression
- ☐ Property Access Expression

222- Which one of the following is an ternary operator: 1/1

- ☒ ?
- ☐ -
- ☐ +
- ☐ ::



223- Which one of the following is correct output for the following given JavaScript code: 1/1

```
<p id="demo"></p>  
<script> functionourFunction() {  
document.getElementById("demo").innerHTML=Math.ceil(7.25); } </script>
```

- ☐ 7
- ☐ 0
- ☐ 25
- ☒ 8

224- Which one of the following is known as the Equality operator, which is used to check whether the two values are equal or not: 1/1

- ☐ +
- ☐ ===
- ☒ ==
- ☐ =
- ☐ equal

225- Which one of the following operator returns false if both values are equal? 0/1

- ☐ !
- ☒ !==
- ☐ =!
- ☐ !=



226- Which one of the following symbol is used for creating comments in the javascript: 1/1

- ☒ //
- ☐ /* */
- ☐ <!-- -->
- ☐ /

227- A set of unordered properties that, has a name and value is called_____ 1/1

- ☐ String
- ☐ Array
- ☒ Object
- ☐ Click

228- A collection of elements of the same data type which may either in order or not, is called _____. 0/1

- ☐ String
- ☐ Array
- ☐ Object
- ☒ Serialized Object



229- In the following given line of code, the prototype representing the_____ 1/1

- ☐ Function x
- ☒ Prototype of a function
- ☐ A custom constructor
- ☐ Not valid

230- Which one of the following options is the correct output for the given code 1/1
of JavaScript?

```
var values=["Three","two","one"]; var  
x=values.shift(); console.log(x);
```

shift has worked first On

- ☐ one
- ☐ two
- ☒ three
- ☐ error

231- Which of the following built-in method is used to remove the last element 1/1
from an array and return that element?

- ☐ last()
- ☒ pop()
- ☐ push()
- ☐ none of the above



232- What is data type of null ?

1/1

- ☐ syntax error
- ☐ error
- ☐ null
- ☒ object

233-in JSON ... to Convert string value to object you have to use

1/1

- ☐ Jsonplaceholder
- ☐ Json.add
- ☐ Json.stringify
- ☒ Json.parse

234- To print all methods , Events and properties you can use ?

1/1

- ☐ console.log(root)
- ☐ console.log(document)
- ☒ console.dir(document)
- ☐ console.dir(gargeer)



235- data.splice(.....,.....)

1/1

- ☐ number of the element , number of elements added
- ☒ index of the element , number of elements deleted
- ☐ number of elements added , index of the element
- ☐ index of the element , added or deleted element

236- to use time in J.S you have to use

0/1

- ☐ setAttribute (time)
- ☒ setTimeValue()
- ☐ SetTimeOut()
- ☐ SetAttribute()

237- readystate = 3

0/1

- ☒ request finished and response is ready
- ☐ server connection established
- ☐ request recieved
- ☐ processing request



238- object used to send a request to the server

1/1

- ☐ xmlhttprequest()
- ☒ xmlhttprequest()
- ☐ stateRequest()
- ☐ status=200

239- to delete spaces around the values you have to use

1/1

- ☐ pop
- ☐ shift
- ☒ trim
- ☐ concat

240- To Open a website in a new Window you have to use

1/1

- ☐ window.pop
- ☐ window.push
- ☐ window.addWebsite("link")
- ☒ window.open



241- var x = 5+y; function result(){ if (false){ var x =9 } x=x+y 1/1
console.log(x) } result()

- ☐ 5
- ☐ undefined
- ☐ 5+y
- ☒ error

242- The data is deleted when the browser is closed) in 0/1

- ☐ (a) ram
- ☐ (b) storage
- ☒ (c) localStorage
- ☐ (d) sessionStorage

243- parsing error is 1/1

- ☐ (a) reference error
- ☒ (b) syntax error
- ☐ (c) runtime error
- ☐ (d) reference error



244- exception error is

0/1

- ☐ (a) reference error
- ☐ (b) syntax error
- ☐ (c) runtime error
- ☒ (d) reference error

245- The method calls a function after a number of milliseconds & executed 1/1 only once.

- ☐ (a) setInterval()
- ☒ (b) setTimeout()
- ☐ (c) timeout
- ☐ (d) none of the above

246- Returns the total height of the screen.

1/1

- ☐ (a) screen.availHeight
- ☒ (b) screen.height
- ☐ (c) screen.width
- ☐ (d) none of the above



247-) Returns the height of the screen (excluding the Windows Taskbar) 1/1

- ☒ (a) screen.availHeight
- ☐ (b) screen.height
- ☐ (c) screen.width
- ☐ (d) none of the above

248- ReadyState mean that request finished & response is ready 0/1

- ☐ (a) 4
- ☒ (b) 3
- ☐ (c) 2
- ☐ (d) 1

249- ReadyState mean that request received 0/1

- ☐ (a) 4
- ☒ (b) 3
- ☐ (c) 2
- ☐ (d) 1



250-) ReadyState 1 mean that

1/1

- ☐ (a) request received
- ☐ (b) request not initialized
- ☒ (c) server connection stablished
- ☐ (d) none of the above

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