JavaScript Task

Total des points   198/250   ?

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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

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

◯ (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 fisrtname="islam"

  var fisrtName="Mohamed"

  console.log(fisrtname);

  console.log(fisrtName);

◉ (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   1/1
constructed:

○ (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?   0/1

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) ondblclick

○ (c) onclick

○ (d) none of the above

(55)   The ...... event occurs when the pointer is moving while it is over an   1/1
element.

○ (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   1/1
context menu.

◯ (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) onweel
- ◯ (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   1/1
element.

○ (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   1/1
object?

○ (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   1/1
request?

○ (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 **J**ava**S**cript **O**bject **N**otation   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.stringfy()

⚪ (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   1/1
JavaScript features and APIs?

○ (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   1/1
JavaScript code snippet?

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   1/1
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   1/1
not?

- ● a) in
- ○ b) exist
- ○ c) within
- ○ d) exists

(133) **var** obj=

{

    length:20,

    height:35,

}

if ('breadth' in obj === false)

{

    obj.breadth = 12;

}

console.log(obj.breadth);

- a) 20
- b) 12
- c) undefined
- ◉ d) error

0/1

---

(134) string a = "hi";

string b ="there";

alert(a+b);

- a) hi
- b) therehi
- c) hithere
- ◉ d) undefined

0/1

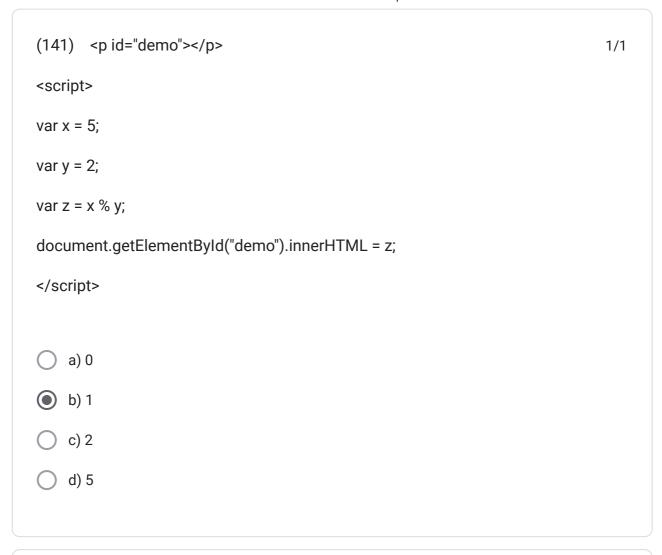(135)   console.log(Math.cbrt(125));   1/1

○ (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   1/1
inside your HTML Document?

○ 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;

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

1/1

---

(156)   const myFunc = str => {

  if (str.length > 1) {

    return myFunc(str.slice(1));

  }

  return str;

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

- ◉ a) d
- ○ b) ld
- ○ c) world
- ○ d) llo

1/1

(157)   const obj = {

   1: 1,

   2: 2,

   3: 3

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

1/1

- (●) a) false
- ( ) b) true
- ( ) c) none
- ( ) d) error

---

(159)   const timesTable = num1 => {

 return num2 => {

  return num1 * num2;

 };

};

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

1/1

- (●) 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   1/1
performed, typically (but not exclusively) when a value is not of the expected
type.

○ 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(){   1/1
      var a = 10 ;
      function TnS_inner(){
        var b= 10 ;
        return a + b ;
      }
     return TnS_inner();
    }
    console.log(TnS_outer());

◯ 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   1/1
perform some task/transformation on them and return the new array?

○ a) map

○ b) reduce

○ c) foreach

○ d) filter

(182)   let numbers=[1,2,3,4,5,6,7,8];   1/1

 console.log(numbers.filter(x=>x%2==0));

○ 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">

a = 5 + "9";

document.write(a);

</script>

- ○ a) 14
- ○ b) runtime error
- ● c) 59
- ○ d) reference error

1/1

(197)   (function(a){

 return (function(){

  console.log(a);

  a = 6;

 })()

})(21);

- ● a) 21
- ○ b) 6
- ○ c) nan
- ○ d) none of the above

1/1

(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));   0/1

○ a) string

○ b) boolean

○ c) number

○ d) undefined

---

(206)   alert(typeof(nan));   0/1

○ a) string

○ b) error

○ c) undefined

○ d) undefined

---

(207)   Which function is used to serialize an object into a JSON string in   0/1
Javascript?

○ a) stringify()

○ b) parse()

○ c) string

○ d) undefined

(208)   let sum = 0;   0/1

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"));   0/1

○ a) hello

○ b) 123

○ c) 123hello

○ d) NaN

(211)   Which of the following are closures in Javascript?   0/1

○ a) variable

○ b) function

○ c) object

○ d) all of the above

(212)   Which of the following is not a Javascript framework?   0/1

○ (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));   0/1

○ 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   0/1
code: 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   0/1
code: 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? 0/1

○ 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: 0/1

○ Functional expression

○ Invocation expression

○ Primary expression

○ Property Access Expression

222- Which one of the following is an ternary operator: 0/1

○ ?

○ -

○ +

○ ::

223- Which one of the following is correct output for the following given   0/1
JavaScript code: <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 0/1
to check whether the two values are equal or not:

○ +

○ ===

○ ==

○ =

○ 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   1/1
javascript:

🔘 //

⭕ /* */

⭕ <!-- -->

⭕ /

227- A set of unordered properties that, has a name and value is called_____   0/1

⭕ String

⭕ Array

⭕ Object

⭕ Click

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

⭕ 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   0/1
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

○ styntax error

○ error

○ null

◉ object

233-in JSON ... to Convert string value to object you have to use 1/1

○ Jsonplaceholder

○ Json.add

○ Json.stringfy

◉ 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(..............,................)   0/1

○ 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 1/1

○ 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

◯ xmlrequest()

◉ 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   0/1
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 1/1

○ (a) reference error

○ (b) syntax error

● (c) runtime error

○ (d) reference error

245- The ..... method calls a function after a number of milliseconds & executed 0/1
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)   0/1

○ (a) screen.availHeight

○ (b) screen.height

○ (c) screen.width

○ (d) none of the above

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

◉ (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   0/1

◉ (a) request received

◯ (b) request not initialized

◯ (c) server connection stablished

◯ (d) none of the above

Google Forms