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## Java Quiz

Question1 :

1- What is an Event Loop?

It gives illusion of multi-threading by passing the event from call stack to call back queue and the opposite.
If the Call Stack is empty, it will take the first event from the Callback queue and will push it to the Call Stack

2- How do you add an element at the begining of an array? How do you add one at the end?

unshift() method:  To add new elements or values at the beginning of an array.

push() method : Adds the elements at the end of an array.

Another way by adding element in the array: `var arr = [20,30,40,50];`

`arr = [10, 20,30,40,50,60];`

Question 2 :

1 – 3

2- 0

   1

   2

   3

   4

3- baz

4- Reference Error: true is not defined

5- Reference Error: object is not defined

Question 3:

1-

```javascript
var obj = {
    a: 10,
    b: 20
}
let sum=0;
        for(const val of Object.values(obj))
                sum+=val;
console.log(sum);
```

2-

```javascript
console.log('Nada')

setTimeout(function() {
  console.log('Taha')
}, 2000)

console.log('Radwan')
```

3-

```javascript
const arr=[13,5,3,66,7];
const maximum = Math.max(...arr);
const index = arr.indexOf(maximum);
console.log(maximum);
console.log(index);
```

4-

```javascript
 var Fdate = new Date("08/26/2022");
 var Sdate = new Date("09/30/2022");

var timeDiff = Sdate.getTime() - Fdate.getTime();
var dayDiff = timeDiff / (1000 * 3600 * 24);
// //console.log(Difference_In_Days);
document.write(`Total number of days between dates is ${dayDiff}`);
```
s

5- calculator

    Index.html

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>calculator</title>
</head>
<body>
    <script src="task.js"></script>
    <form>
        First Number: <input type="text" id="Fnum"><br>
        Second Number: <input type="text" id="Snum"><br>
        <input type="button" onclick="add()" value="Add">
        <input type="button" onclick="sub()" value="subtract">
        <input type="button" onclick="mul()" value="Multiply">
        <input type="button" onclick="div()" value="Divide">
    </form>
    <p>The Result is : <br>
        <span id = "result"></span>
        </p>
</body>
</html>
```

task.js

```javascript
function add()
{
        num1 = document.getElementById("Fnum").value;
        x1=parseInt(num1);
        num2 = document.getElementById("Snum").value;
        x2=parseInt(num2);
        document.getElementById("result").innerHTML = x1 + x2;
}

function sub()
{
    num1 = document.getElementById("Fnum").value;
    x1=parseInt(num1);
    num2 = document.getElementById("Snum").value;
    x2=parseInt(num2);
    document.getElementById("result").innerHTML = x1 - x2;
}
function mul()
{
```

```
    num1 = document.getElementById("Fnum").value;
    num2 = document.getElementById("Snum").value;
    document.getElementById("result").innerHTML = num1 * num2;
}

function div()
{
    num1 = document.getElementById("Fnum").value;
    num2 = document.getElementById("Snum").value;
    document.getElementById("result").innerHTML = num1 / num2;
}
```

6-

```
function obj() {
    let a = 1,
       b = 2;
    return {
       'value of a is : ': a,
       'value of b is : ': b
    };
  }
console.log(obj() );
```

7-

```
arr =[1,2,3,4];
console.log(arr.reverse());
```

```
8- var obj = {
    a: 1,
    b: 2
};
const arr = Object.entries(obj);

console.log(arr);
```

Bounce++

```
2- var add = function(num1){


    return function(num2)
```

```
    {
        return num1+num2;
    }
}

var a = add(10)(3);
console.log(a)
```

```
3- var check = [
    { id: 1, name: 'Radwan' },
  { id: 2, name: 'Nada'},
  { id: 3, name: 'john' }
];

function userExists(name) {
  return check.some(function(el) {
    return el.name === name;
  });
}

console.log(userExists('john'));
```