

# JavaScript Refresher Quiz (30 Questions with Explanations)

## 1. What is the output of this code?

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

- a) 'null'
- b) 'object'
- c) 'undefined'
- d) Error

Correct Answer: b) 'object'

Explanation: In JavaScript, `typeof null` returns 'object' due to a historical bug retained for backward compatibility.

## 2. What will be printed?

```
let a = [1, 2]; let b = a; b.push(3); console.log(a);
```

- a) [1, 2]
- b) [1, 2, 3]
- c) undefined
- d) Error

Correct Answer: b) [1, 2, 3]

Explanation: Arrays are reference types. Assigning `b = a` means they point to the same memory.

## 3. What is the output?

```
console.log(1 + '1' - 1);
```

- a) '10'
- b) 10
- c) 11
- d) NaN

Correct Answer: b) 10

Explanation: `1 + '1' = '11'`; then `'11' - 1` coerces '11' to number -> `11 - 1 = 10`.

## 4. What is printed by this code?

```
setTimeout(() => console.log('A'), 0);
```

```
console.log('B');
```

- a) B then A
- b) A then B
- c) Error
- d) Undefined

Correct Answer: a) B then A

Explanation: `setTimeout` is asynchronous and scheduled after the current call stack, so 'B' logs first.

## 5. What will this log?

```
console.log(2 == '2');
```

```
console.log(2 === '2');
```

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

*Correct Answer: a) true false*

*Explanation: '==' allows coercion, '===' checks both type and value.*

## 6. What happens when you run this?

**const x;**

**x = 10;**

- a) 10 is assigned
- b) Error
- c) undefined
- d) null

*Correct Answer: b) Error*

*Explanation: const requires a value at declaration time this throws a SyntaxError.*

## 7. What does this return?

**[1, 2, 3].map(n => { if (n > 1) return; });**

- a) [undefined, undefined, undefined]
- b) [false, true, true]
- c) [1, 2]
- d) Error

*Correct Answer: a) [undefined, undefined, undefined]*

*Explanation: No return value is returned explicitly from the callback undefined is default.*

## 8. What is the result of this code?

**let x = 10; function test() { console.log(x); let x = 5; } test();**

- a) 10
- b) 5
- c) ReferenceError
- d) undefined

*Correct Answer: c) ReferenceError*

*Explanation: 'let' is not hoisted like 'var' and lives in the temporal dead zone.*

## 9. What is the output?

**function outer() { let count = 0; return function inner() { count++; return count; } }**

**const fn = outer();**

**console.log(fn());**

**console.log(fn());**

- a) 1 and 1
- b) 1 and 2
- c) 0 and 1

d) Error

*Correct Answer: b) 1 and 2*

*Explanation: Closures allow 'fn' to retain access to 'count' even after 'outer' has returned.*

## 10. What is the result?

**console.log([] + []);**

- a) ""
- b) []
- c) undefined
- d) Error

*Correct Answer: a) ""*

*Explanation: [] is coerced to "", and "" + "" results in an empty string.*

## 11. What does typeof [] return?

- a) 'array'
- b) 'object'
- c) 'list'
- d) 'undefined'

*Correct Answer: b) 'object'*

*Explanation: Arrays are technically objects in JavaScript, hence typeof [] is 'object'.*

## 12. What does this log?

**const obj = { name: 'Ali', greet: () => console.log(this.name) }; obj.greet();**

- a) 'Ali'
- b) undefined
- c) Error
- d) 'this.name'

*Correct Answer: b) undefined*

*Explanation: Arrow functions don't bind their own 'this'; 'this.name' refers to the global object.*

## 13. console.log('5' + 1); console.log('5' - 1);

- a) 6 and 4
- b) '51' and 4
- c) '6' and NaN
- d) 5 and 4

*Correct Answer: b) '51' and 4*

*Explanation: '5' + 1 = '51'; '5' - 1 = 4 due to coercion.*

## 14. [1,2,3].filter(n => n % 2 === 0);

- a) [1,3]
- b) [2]
- c) [1,2,3]
- d) []

*Correct Answer: b) [2]*

*Explanation: Only 2 is even it matches the filter condition.*

**15. Which of the following is falsy?**

- a) 'false'
- b) '0'
- c) 0
- d) []

*Correct Answer: c) 0*

*Explanation: Only the numeric 0 is falsy; the others are truthy values.*

**16. Which keyword defines a block-scoped constant?**

- a) var
- b) let
- c) const
- d) define

*Correct Answer: c) const*

*Explanation: 'const' creates a block-scoped, immutable binding.*

**17. Which is not a valid data type?**

- a) string
- b) number
- c) character
- d) object

*Correct Answer: c) character*

*Explanation: JavaScript has no 'character' type it uses strings for characters.*

**18. Which method modifies the original array?**

- a) push
- b) map
- c) filter
- d) slice

*Correct Answer: a) push*

*Explanation: 'push' appends items to the original array.*

**19. What does === check?**

- a) Value
- b) Type
- c) Value and type
- d) Type coercion

*Correct Answer: c) Value and type*

*Explanation: === checks both value and type with no coercion.*

**20. JSON.stringify({ a: 1 }) returns:**

- a) {a:1}
- b) [object Object]
- c) '{"a":1}'
- d) null

*Correct Answer: c) '{"a":1}'*

*Explanation: It returns a JSON-formatted string representation of the object.*

**21. typeof NaN is:**

- a) 'NaN'
- b) 'number'
- c) 'undefined'
- d) 'object'

*Correct Answer: b) 'number'*

*Explanation: Although NaN means 'Not a Number', its type is 'number'.*

**22. Array.isArray([]) returns:**

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

*Correct Answer: b) true*

*Explanation: Array.isArray checks if the value is an array.*

**23. 0.1 + 0.2 === 0.3?**

- a) true
- b) false
- c) NaN
- d) undefined

*Correct Answer: b) false*

*Explanation: Floating point precision makes 0.1 + 0.2 slightly off from 0.3.*

**24. Which adds to the end of an array?**

- a) unshift
- b) concat
- c) push
- d) pop

*Correct Answer: c) push*

*Explanation: 'push' appends elements to the end of an array.*

**25. !!'text' returns:**

- a) true
- b) false
- c) 'text'
- d) undefined

*Correct Answer: a) true*

*Explanation: !! forces a truthy/falsy conversion non-empty strings are truthy.*

**26. typeof function({}) is:**

- a) object
- b) function
- c) undefined
- d) null

*Correct Answer: b) function*

*Explanation: Functions have a specific type of return 'function'.*

**27. console.log(0 == false); console.log(0 === false);**

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

*Correct Answer: c) true false*

*Explanation: '0 == false' because of coercion; '0 === false' is false due to type.*

**28. console.log('5' - - '2');**

- a) 7
- b) NaN
- c) 3
- d) Error

*Correct Answer: a) 7*

*Explanation: '5' and '2' are coerced to numbers; minus negative = plus.*

**29. setTimeout behavior?**

- a) Blocks the thread
- b) Runs immediately
- c) Runs after delay
- d) Runs first

*Correct Answer: c) Runs after delay*

*Explanation: setTimeout schedules the task after the current stack and delay.*

**30. What is the nullish coalescing operator?**

- a) &&
- b) ||
- c) ??
- d) ?:

*Correct Answer: c) ??*

*Explanation: The '??' operator returns the right-hand value if the left-hand side is null or undefined.*

**31. What happens here?**

```
async function test() {  
  try {  
    await Promise.reject('Error!');  
  } catch (e) {  
    console.log('Caught');  
  } finally {  
    console.log('Finally');  
  }  
}
```

}

- a) Error
- b) Caught
- c) Caught + Finally
- d) Nothing

*Correct Answer: c) Caught + Finally*

*Explanation: The rejection is caught, and then the finally block runs. So it logs 'Caught' and 'Finally'.*