Quiz 2 Questions for 11 Concepts

1. True or False: When dealing with data types a prototype is simply another object. TRUE
2. True or False: Every object needs to have a prototype. FALSE
3. The ancestry of objects linked to any JavaScript object is called a:
   1. Prototype
   2. Prototype chain CORRECT
   3. Prototype collection
   4. Prototype class
4. The methods and properties on a prototype fo an object are available to that object because:
   1. Those methods and properties are placed on the object at the time the prototype is created.
   2. Those methods and properties are shared are duplicated so the object has a copy of them.
   3. Those methods and properties are accessible because the prototype is linked. CORRECT
5. True or False: There are only 3 ways to set the prototype of an object. FALSE (in addition to the ways we have shown, you can also use a class as another method.)
6. If you need to create multiple objects that have access to the same prototype, you should use the following method:
   1. Constructor function CORRECT
   2. Object.create()
   3. Create the objects and then use setPrototypeOf().
7. What code should you place on the prototype?
   1. Code that is unique to an object.
   2. Code that may be used by many objects. CORRECT
   3. Code that is very difficult to write.
8. Which is a correct definition of first class functions?
   1. Functions are treated as objects.
   2. Functions are stored at the top of the code hierarchy.
   3. Functions are handled before anything else in our code.
   4. Functions are treated as values. CORRECT
9. A Higher Order Function does what?
   1. Accepts a function as a parameter or returns a function. CORRECT
   2. Makes its code a priority over regular functions.
   3. Accepts any kind of value as a parameter.
   4. Makes the processing of the code entered much more efficient.
10. Several built in JavaScript methods accept a function as a parameter. This makes those methods:
    1. First class methods
    2. Higher order functions CORRECT
    3. Unusable methods
    4. Very specific functions
11. Several built in JavaScript methods accept a function as a parameter. That function is referred to as:
    1. A higher order function
    2. A first class function
    3. A callback function CORRECT
    4. A reusable function
12. When writing code that makes use of a callback, it is most important to check what before invoking the callback?
    1. Check that the callback exists.
    2. Check that the callback returns valid data.
    3. Check that the callback is a function. CORRECT
    4. Check that the callback is not too large.