HTML, CSS and JavaScript

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Grade	**5.83** out of 10.00 (**58**%)

What is the value of x at the end of the following for loop?

```
let x = 10;
for (let i = 0; i < 5; i++) {
    if (i < 2) {
        x += 3;
    } else if (i === 2) {
        continue;
    } else {
        x -= 1;
    }
}
```

Select one:

○ a. 14

○ b. 17

○ c. 16

◉ d. 13 ✗

○ e. 15

Your answer is incorrect.

The correct answer is: 14

Which of the following is the correct way to set an interval timer to repeat every 10 seconds to call the following function?

```
function revertBodyBackground() {
    document.body.style.background = white;
}
```

Select one:

○ a. let timer = setInterval(revertBodyBackground, 10);

○ b. let timer = setInterval(revertBodyBackground, 1000);

○ c. let timer = setInterval(revertBodyBackground(), 10000);

◉ d. let timer = setInterval(revertBodyBackground, 10000); ✓

○ e. let timer = setInterval(revertBodyBackground(), 1000);

Your answer is correct.

The correct answer is: let timer = setInterval(revertBodyBackground, 10000);

Question 3

Correct

1.00 points out of 1.00

The .slice() method can be used on both strings and arrays.

Select one:

◉ True ✔

○ False

Correct. You can use the slice method to "slice" a part of a string, as well as a part of an array.

The correct answer is 'True'.

Which of the following code will show a **single image** in the browser? All the code shown below has no bugs and runs successfully. Assume the image "cat.png" is in the same directory as the file that this code is in. For this question, there is more than one correct answer.

Select one or more:

☐ a.

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            document.body.removeChild(document.body.firstElementChild);
        }
    </script>
</body>
</html>
```

☑ b.

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" id="cat" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.getElementById('cat');
            document.body.appendChild(theImg.cloneNode());
        }
    </script>
</body>
```

✗ Incorrect.
The JavaScript code appends a clone of the image in the body. As a result, the browser will show two images instead of one.

☐ c.

```
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.getElementsByTagName('img')[0];
            document.body.appendChild(theImg.cloneNode());
            document.body.appendChild(theImg.cloneNode());
            document.body.removeChild(document.body.lastElementChild);
        }
    </script>
</body>
</html>
```

d.

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <script>
        function doSomething() {
            const theImg = document.createElement('img');
            theImg.src = 'cat.png';
            document.body.appendChild(theImg);
        }
    </script>
</body>
</html>
```

✓ **Correct.**
This JavaScript code creates an image element, sets its src, then appends it to the
body. As a result, a single image is shown in the browser.

e.

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.querySelector('img');
            document.body.appendChild(theImg.cloneNode());
            document.body.removeChild(document.body.firstElementChild);
        }
    </script>
</body>
</html>
```

f.

```html
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.getElementsByTagName('img')[0];
            document.body.appendChild(theImg.cloneNode(true));
            document.body.removeChild(document.body.lastElementChild);
        }
    </script>
</body>
</html>
```

Your answer is partially correct.

You have correctly selected 1.
The correct answers are:

```html
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.getElementsByTagName('img')[0];
            document.body.appendChild(theImg.cloneNode(true));
            document.body.removeChild(document.body.lastElementChild);
        }
    </script>
</body>
</html>
```

,

```html
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <script>
        function doSomething() {
            const theImg = document.createElement('img');
            theImg.src = 'cat.png';
            document.body.appendChild(theImg);
        }
    </script>
</body>
</html>
```

,

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <img src="cat.png" alt="A cat" />
    <script>
        function doSomething() {
            const theImg = document.querySelector('img');
            document.body.appendChild(theImg.cloneNode());
            document.body.removeChild(document.body.firstElementChild);
        }
    </script>
</body>
</html>
```

How many cat images will you see if you open a file that contains the following code in a browser? Assume that the image **cat.png** is in the same directory as the file, and there are no bugs in the code.

```
<!DOCTYPE html>
<html lang="en">
<body onload="doSomething()">
    <script>
        function doSomething() {
            const theImg = document.createElement('img');
            theImg.src = 'cat.png';
            document.body.appendChild(theImg);
            for (let i = 0; i < 10; i++) {
                if (i === 5) continue;
                if (i > 6) {
                    document.body.removeChild(document.body.lastElementChild);
                }
                else {
                    const newImg = theImg.cloneNode();
                    document.body.appendChild(newImg);
                }
            }
        }
    </script>
</body>
</html>
```

Select one:

- ⚪ a. 6
- ⦿ b. 3 ❌   Incorrect.
- ⚪ c. 5
- ⚪ d. 4
- ⚪ e. 7

Your answer is incorrect.

The correct answer is: 4

Question 6

Partially correct

0.50 points out of 1.00

Starting with the following array:

```
const array = [0, 4, 5, 15, 9, 6, 13, 100];
```

Let's say you wish to slice from it an array containing these values, into a new variable named newArray:

```
[15, 9, 6, 13]
```

Which of the slice operations below will accomplish this? There are two correct answers.

Select one or more:

- [ ] a. let newArray = array.slice(4, 4);
- [ ] b. let newArray = array.slice(3, -1);
- [x] c. let newArray = array.slice(3, 4); ✗ Incorrect.
- [ ] d. let newArray = array.slice(4, 7);
- [x] e. let newArray = array.slice(3, 7); ✓ Correct!
- [ ] f. let newArray = array.slice(4, 6);

Your answer is partially correct.

You have correctly selected 1.
The correct answers are: let newArray = array.slice(3, 7);, let newArray = array.slice(3, -1);

True or false: In the following code, the first child node of the **table** element is the **tr** element:

```
<table >
    <tr >
        <td > 1 </td >
        <td > 2 </td >
    </tr >
</table >
```

Select one:

- ○ True ❌
- ○ False

Incorrect. The first child node of the table element in the given code is a whitespace text node, due to the newline and tab that follows <table>.

The correct answer is 'False'.

Given this function:

```
function askAge() {
    age = prompt('What is your age?');
}
```

Assume you have already located a button element node and placed it in a variable named myBtn correctly.

Which of the following is the correct way to use addEventListener to cause the above function to be called when the button myBtn is clicked?

Select one:

○ a. myBtn.addEventListener('onclick', askAge());

○ b. myBtn.addEventListener(onclick, askAge);

○ c. myBtn.addEventListener(askAge, 'onclick');

◉ d. myBtn.addEventListener('click', askAge); ✔   Correct! The event name should not include the **on** prefix and should be inside quotes, and the function name should not include the argument list.

○ e. myBtn.addEventListener(askAge, 'click');

○ f. myBtn.addEventListener('click', askAge());

○ g. myBtn.addEventListener(click, askAge);

○ h. myBtn.addEventListener(click, askAge());

Your answer is correct.

The correct answer is: myBtn.addEventListener('click', askAge);

Question 9

Correct

1.00 points out of 1.00

Match the following methods to their purpose.

.join() | creates a string from an array | ✔

.split() | creates an array from a string | ✔

.length | gives the number of items in an array or characters in a string | ✔

.slice() | copy a part of a string or array and return it into a new string or array | ✔

.splice() | insert, replace, or remove items from an array | ✔

Your answer is correct.

The correct answer is: .join() → creates a string from an array, .split() → creates an array from a string, .length → gives the number of items in an array or characters in a string, .slice() → copy a part of a string or array and return it into a new string or array, .splice() → insert, replace, or remove items from an array

Question 10

Correct

1.00 points out of 1.00

Which of the following array methods **change** the original array upon which they are used? Multiple answers are correct.

Select one or more:

- ☐ a. slice()
- ☑ b. concat() ✖   Incorrect.
- ☑ c. reverse() ✔   Correct.
- ☑ d. sort() ✔   Correct.
- ☑ e. splice() ✔   Correct

Your answer is correct.

The correct answers are: sort(), reverse(), splice()