1. What is JavaScript?
   1. JavaScript is a programming/scripting language that allows the user to manipulate web
   2. JavaScript is a coffee project for teaching a foreign language
   3. JavaScript is a new technological achievement that is being researched by NASA
   4. JavaScript is a form of music practiced by the ancients of history.
2. What are functions?
   1. A block of JavaScript code that is defined once but may be executed, or invoked, any number of times.
   2. A block of JavaScript code that is mentioned in passing via secret meetings
   3. A block of JavaScript code that is used to create disruptions in the system
   4. A block of JavaScript code that is known as “the coffee break”.
3. True or False: Arrays are list-like objects whose prototype has methods to perform traversal and mutation operations?
   1. True
   2. False
4. Select an example of an array
   1. function array(design) {

return design\*design;

* 1. var array = 1
  2. var array = ‘array’
  3. var array = [1, 2, 3]

1. A variable can be made up of…
   1. Strings and headsets
   2. Numbers and keys
   3. Strings and Numbers
   4. Keys and Headsets
2. True or False: JavaScript code can be implemented into html using the <script> tag.
   1. **True**
   2. False
3. Which of the following is an object?
   1. var controller = “steel”
   2. var controller = {material: “steel”}
   3. var controller = 5
   4. function controller(steel, rubber) {return steel + rubber};
4. What is a comment in relation to JavaScript?
   1. Text that isn’t part of the code but can be used to explain sections of the program
   2. Text that isn’t part of the code but can be used to improve readability
   3. Text that isn’t part of the code but can be used to test alternative code.
   4. All of the above
5. Select an example of comment syntax in relation to a JavaScript program ONLY
   1. <! - - Insert Comment Here - - >
   2. // Insert Comment Here
   3. /\* Insert Comment Here ! - - >
   4. \* Insert Comment Here \*
6. True or False: Any collection of strings can be used as a variable name
   1. True
   2. False