**Quiz 03:**

**1. Which of these lines of code show how to validly store an array with 3 items?**

[ ] a) var nums = [42, 3, 7];

[ ] b) var nums = 3, 42, 7;

[ ] c) var nums = [3];

[ ] d) var nums = (3, 42, 7);

**2. How would you access the second element in an array?**

[ ] a) nums.2

[ ] b) nums[2]

[ ] c) nums\_1

[ ] d) nums[1]

**3. How would you change the first element in an array?**

[ ] a) nums[1] = "New!";

[ ] b) nums = "New!";

[ ] c) var nums[1] = "New!";

[ ] d) nums[0] = "New!";

**4. What property tells you how many items are in an array?**

[ ] a) length

[ ] b) count

[ ] c) items

[ ] d) num

**5. What method can you use to add an element to an array in JavaScript?**

[ ] a) pop()

[ ] b) push()

[ ] c) append(

[ ] d) insert()

**6. Which of these for loops would iterate through each item of the nums array (no more, no less)?**

[ ] a) for (var i = 0; i &lt; nums; i++) { }

[ ] b) for (var i = 1; i &lt; nums.length; i++) { }

[ ] c) for (var i = 1; i &lt; nums; i++) { }

[ ] d) for (var i = 0; i &lt; nums.length; i++) { }

**7. Which statement about JavaScript arrays is false?**

[ ] a) Arrays are indexed starting at 0, like C++.

[ ] b) Arrays may have undefined elements.

[ ] c) The array property size gives the number of elements in the array.

[ ] d) An array may be initialized in a var declaration.

**8. How does JavaScript store dates in a date object?**

[ ] a) The number of milliseconds since January 1st, 1970

[ ] b) The number of days since January 1st, 1900

[ ] c) The number of seconds since Netscape's public stock offering

[ ] d) None of the above

**9. How to create a Date object in JavaScript?**

[ ] a) dateObjectName = new Date([parameters])

[ ] b) dateObjectName.new Date([parameters])

[ ] c) dateObjectName := new Date([parameters])

[ ] d) dateObjectName Date([parameters])

**10. Which JavaScript function always returns a random number between min and max (both included):**

[ ] a) function getRndInteger(min, max) {  
     return Math.floor(Math.random() \* (max - min) ) + min;  
 }

[ ] b) function getRndInteger(min, max) {  
     return Math.floor(Math.random() \* (max - min + 1) ) + min;  
 }

[ ] c) function getRndInteger(min, max) {

return Math.floor(Math.random() \* (max - min - 1) ) + min;

}

[ ] d) None of the above