



## E-LEARNING WITH...

~FIALISHIA "FIA" O'LOUGHLIN~

WELCOME!

PWA-I: QUIZ #1

PWA-I: QUIZ #2

PWA-1: MIDTERM EXAM

PWA-I: FINAL EXAM



## PWA-1: MIDTERM EXAM

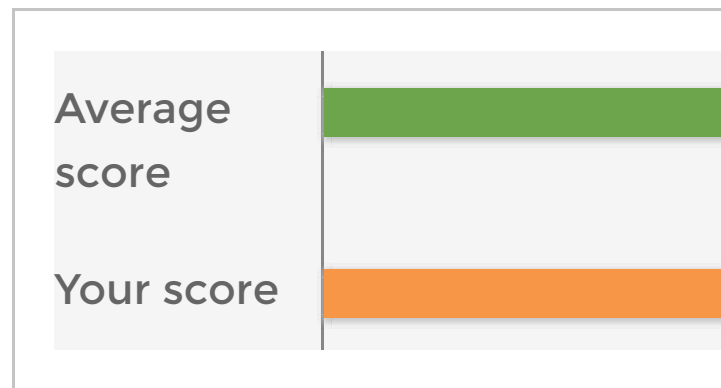
### PWA-I: Midterm Exam (Programming)

#### Results

73 of 73 questions answered correctly

Your time: 09:52:00

You have reached 73 of 73



#### Categories

ADDIO .....  
Chapter 1 .....  
Chapter 2 .....  
Chapter 3 .....  
Chapter 4 .....  
Chapter 5 .....  
Chapter 7 .....  
Chapter 9 .....

**Congratulations on completing  
PWA-I Midterm Exam!!**

**NOTE:** To see which questions  
“correct” vs. “incorrect”, scroll down to  
the “**VIEW QUESTIONS**” button

Once you have clicked on the “VIEW” button below and you are SATISFIED with your assessment, please be sure to TAKE a screenshot of your results on this page and post it to receive credit.

### **REMINDERS:**

- For directions on how to take a screenshot, please visit this website: <http://screenshot.org/>
- You may RE-TAKE it multiple times
- You must submit a “SCREENSHOT” of your results (*–showing your FSO Score*) to receive credit!

Thanks, ~Fia

**RESTART QUIZ**

**VIEW QUESTIONS**

### **Category: Chapter 3**

TRUE or FALSE: Functions are a good way to eliminate duplicate code.

1. ☒ True

2. ☐ False

**Correct**

### **Category: Chapter 3**

TRUE or FALSE: Using built-in functions on existing code you don't have to write new code.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 3

TRUE or FALSE: Calling a function and defining a function are not the same thing.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 3

TRUE or FALSE: You can customize a function by passing in arguments to it, and using different arguments to get different results.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 3

TRUE or FALSE: Functions are not a good way to organize your code and create reusable code.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 3

TRUE or FALSE: You should use parentheses for any parameters a function has and no parentheses if there are no parameters.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 3

TRUE or FALSE: If you forget to declare a variable using var, that variable will be globally accessible, leading to unintended consequences in your program.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 3

TRUE or FALSE: Variables are either global (visible everywhere in your program) or local (visible only in the function where they are declared).

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 3

TRUE or FALSE: You should declare a function at the bottom of the body of your function.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 3

TRUE or FALSE: A function cannot have a return statement.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 3

TRUE or FALSE: You can declare a function with the function keyword, followed by the function name, followed by the function parameters in parentheses, followed by a colon, followed by the function body.

1. ☒ True

2. ☐ False

**Correct**

### Category: Chapter 3

TRUE or FALSE: The statements in a function are executed when you call the function.

1. ☒ True

2. ☐ False

**Correct**

### Category: Chapter 3

TRUE or FALSE: It is good to enclose a function in non-curly braces.

1. ☐ True

2. ☒ False

**Correct**

### Category: Chapter 4

TRUE or FALSE: An array holds a sequence of values and has its own index.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: You cannot add a new element to an array using push.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 4**

TRUE or FALSE: Arrays use a zero-based index, meaning the first item is at index one.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 4**

TRUE or FALSE: A for loop package consists of three parts: initialization, a conditional test, and a loop body statement.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: If an item doesn't  
it will result in a value of undefined

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: Arrays are a data s  
data.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: All the values in an  
same type.

1. ☐ True

2. ☒ False

Correct



#### Category: Chapter 4

TRUE or FALSE: All arrays have a length property that holds a number representing the number of elements in the array.

1. ☒ True

2. ☐ False

Correct

#### Category: Chapter 4

TRUE or FALSE: Assigning a value to an array element does not change its value.

1. ☐ True

2. ☒ False

Correct

#### Category: Chapter 4

TRUE or FALSE: Assigning a value to an array element that doesn't exist in the array will create a new element in the array.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: You can create an array in JavaScript with the following code:  
`myArray = [ ];`

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 4**

TRUE or FALSE: You cannot access an array element by its index.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 5**

TRUE or FALSE: Along with the object, JavaScript has many built-in objects.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 5

TRUE or FALSE: An object has both state and behavior.  
State can affect behavior, and behavior can affect state.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 5

TRUE or FALSE: If you change the value of a property on an object, it does not change the original object.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 5

TRUE or FALSE: To access a property of an object, you use the name of the variable containing the object, followed by a period, then the name of the property.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 5**

TRUE or FALSE: A well-designed object is one that abstracts the details of how to work with the object, so you don't have to work with the details.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 5**

TRUE or FALSE: Object properties are functions. When a function is in an object, it is called a method.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 5**

TRUE or FALSE: In object-oriented programming, you think in terms of objects rather than functions.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 5

TRUE or FALSE: You cannot pass an object in the same way that you can to re-

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 5

TRUE or FALSE: Unlike variables that hold values, like strings, numbers, and booleans, objects can't actually contain an object. Instead, they contain a reference to an object. We say that these are "reference variables".

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 5

TRUE or FALSE: You can add new properties to an object at any time, by assigning a value to a new property name.

1. ☒ True

2. ☐ False

Correct

Category: Chapter 5

TRUE or FALSE: Objects encapsulate the complexity of the state and behavior.

1. ☒ True

2. ☐ False

Correct

Category: Chapter 7

TRUE or FALSE: If two operands have the same value, the strict equality operator (===) does not return true.

1. ☐ True

2. ☒ False

Correct

Category: Chapter 7

TRUE or FALSE: The string has many useful methods for string manipulation.

1. ☒ True

2. ☐ False

**Correct**

### Category: Chapter 7

TRUE or FALSE: Two objects are equal if two variables containing the object reference the same object.

1. ☒ True

2. ☐ False

**Correct**

### Category: Chapter 7

TRUE or FALSE: You can use == if you know that no type conversion happens, however, you can use === if you know that no conversion of === can come in handy.

1. ☐ True

2. ☒ False

**Correct**

### Category: Chapter 7

TRUE or FALSE: There are two groups of data types in JavaScript: primitives and objects. A primitive type is an object.

1. ☒ True

2. ☐ False

Correct

Category: Chapter 7

TRUE or FALSE: Strings sometimes

1. ☒ True

2. ☐ False

Correct

Category: Chapter 7

TRUE or FALSE: If two operands have the same type, the equality operator (==) will try to convert the operands into another type before

1. ☒ True

2. ☐ False

Correct

Category: Chapter 7

TRUE or FALSE: NaN never equals anything, including itself, so to test for NaN use math.isnan().



1. ☐ True

2. ☒ False

Correct

### Category: Chapter 7

TRUE or FALSE: You can test two values for equality using `=` and `==`.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 7

TRUE or FALSE: `undefined` means a variable (or property or array item) hasn't yet been assigned a value.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 2

TRUE or FALSE: The JavaScript function `prompt()` displays a dialog with message and a space for user input value.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 2

TRUE or FALSE: There are two kinds of operators: comparison operators and arithmetic operators. When used in an expression, booleans evaluate to a true or false value.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 2

TRUE or FALSE: The `Math.floor` rounds a number to the nearest integer.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 2

TRUE or FALSE: Before you begin writing code, it is not a good idea to sketch out what you want to do.

to do with pseudocode.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 2

TRUE or FALSE: Logical operators can combine values. For example `true || false` results in `true` and `true && false` results in `false`.

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 2

TRUE or FALSE: Pseudocode is not what your real code should do.

1. ☐ True

2. ☒ False

Correct

### Category: Chapter 9

TRUE or FALSE: Functions are not

because functions do not allow us to be executed later (when the event

1. ☐ True

2. ☒ False

**Correct**

### Category: Chapter 9

TRUE or FALSE: When too many events are sent to the browser to handle them as they occur, they are stored in an event queue (in the order in which they occurred) so the browser can execute the event handlers for each event in turn.

1. ☒ True

2. ☐ False

**Correct**

### Category: Chapter 9

TRUE or FALSE: To register a handler for an event, you assign the handler function to the `onEventName` property of an element.

1. ☐ True

2. ☒ False

**Correct**

**Category: Chapter 9**

TRUE or FALSE: Older versions of IE had a different event model from other browsers.

1. ☒ True

2. ☐ False

**Correct**

**Category: Chapter 9**

TRUE or FALSE: If an event handler is very complex, it will not slow down the execution of other events in the queue because only one event can execute at a time.

1. ☐ True

2. ☒ False

**Correct**

**Category: Chapter 9**

TRUE or FALSE: Most JavaScript code reacts to events.

1. ☐ True

2. ☒ False

**Correct**

### Category: Chapter 9

TRUE or FALSE: The event object contains information about the event, including the event type (like “click” or “load”) and the target element (the element on which the event occurred).

1. ☒ True

2. ☐ False

Correct

### Category: Chapter 9

TRUE or FALSE: Event handlers can be added to an element in any order: they are not asynchronous.

1. ☐ True

2. ☒ False

Correct

### Category: ADDIO

TRUE or FALSE: You should begin writing programming code/syntax during the design phase of your web development project.

1. ☒ True

2. ☐ False

Correct

**Category: ADDIO**

TRUE or FALSE: Design is the 3rd phase of the web development process.

1. ☐ True

2. ☒ False

**Correct**

**Category: ADDIO**

TRUE or FALSE: Almost 60-70% of the time is spent on the first three (3) phases of the development process.

1. ☒ True

2. ☐ False

**Correct**

**Category: ADDIO**

TRUE or FALSE: Programmers and designers do not necessarily need good problem-solving and thinking skills.

1. ☐ True

2. ☒ False

Correct

**Category: ADDIO**

TRUE or FALSE: ADDIO is a web de that contains six (6) phases.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 1**

TRUE or FALSE: You should use Jav when naming variables.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 1**

TRUE or FALSE: You can put your J web page, or link to a separate file JavaScript from your HTML.

1. ☒ True

2. ☐ False



Correct

**Category: Chapter 1**

TRUE or FALSE: There are just a few rules for naming JavaScript variables, and you follow them.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 1**

TRUE or FALSE: Browser engines are faster at executing JavaScript than they were 10 years ago.

1. ☐ True

2. ☒ False

Correct

**Category: Chapter 1**

TRUE or FALSE: You should use the `<script>` tag to link to a separate JavaScript file.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 1**

TRUE or FALSE: Browsers begin executing code as soon as they encounter the <script> tag.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 1**

TRUE or FALSE: JavaScript is most commonly used for adding behavior to web pages, but it can also be used in applications like Adobe Photoshop, Google Apps, and is even used as a general-purpose programming language.

1. ☒ True

2. ☐ False

Correct

**Category: Chapter 1**

TRUE or FALSE: JavaScript declares the content of your page; HTML computes the content and adds behavior to your page.

1. ☐ True

2. ☒ False

**Correct**