

## ✓ Congratulations! You passed!

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1. Variables declared using 'let' can be reassigned.

1 / 1 point

- ☒ true
- ☐ false

✓ Correct

That's correct! Variables declared using `let` cannot be redeclared but can be reassigned.

2. What will print out when the following code runs?

1 / 1 point

```
1
2   function scopeTest() {
3       var y = 44;
4
5       console.log(x);
6   }
7
8   var x = 33;
9   scopeTest();
10
```

- ☐ null
- ☐ undefined
- ☒ 33
- ☐ 44

✓ Correct

That's correct! `x` is defined in the global scope before the `console.log` is called.

3. What will print out when the following code runs?

1 / 1 point

```
1
2   class Cake {
3       constructor(lyr) {
4           this.layers = lyr;
5       }
6
7       getLayers() {
8           return this.layers;
9       }
10  }
11
12  class WeddingCake extends Cake {
13      constructor() {
14          super(2);
15      }
16
17      getLayers() {
18          return super.getLayers() * 5;
19      }
20  }
21
22  var result = new WeddingCake();
23  console.log(result.getLayers());
24
```

- ☐ 0
- ☐ 2
- ☐ 5
- ☒ 10

✓ Correct

That's correct! The WeddingCake constructor stores the amount of layers as 2. However, WeddingCake overrides the `getLayers()` function to multiply the result by 5. Therefore, 10 is outcome.

4. What will print out when the following code runs?

1 / 1 point

```
1
2   class Animal {
3
4   }
5
6   class Dog extends Animal {
7       constructor() {
8           this.noise = "bark";
9       }
10
11      makeNoise() {
12          return this.noise;
13      }
14  }
15
16  class Wolf extends Dog {
17      constructor() {
18          super();
19          this.noise = "growl";
20      }
21  }
22
23  var result = new Wolf();
24  console.log(result.makeNoise());
25
```

- ☐ bark
- ☒ growl
- ☐ undefined

✓ Correct

That's correct! The `noise` property is overridden when the Wolf constructor is called.

5. Consider this code snippet: `'const [a, b] = [1,2,3,4]'`. What is the value of `b`?

1 / 1 point

- ☐ undefined
- ☐ 1
- ☒ 2
- ☐ [1,2,3,4]

✓ Correct

That's correct! The value `b` is assigned the second item value of the array through de-structuring.

6. What value will be printed out when the following code runs?

1 / 1 point

```
1
2   function count(...food) {
3       console.log(food.length)
4   }
5
6   count("Burgers", "Fries", null);
7
```

- ☐ 2
- ☒ 3
- ☐ "Burgers", "Fries", null
- ☐ "Burgers", "Fries", undefined

✓ Correct

That's correct! The rest operator `...` allows a function to accept an indefinite amount of parameters. The `length` property of the `food` variable will return 3 because there were 3 parameters passed to the method call. The value `null` counts as a parameter. Therefore, 3 will be printed out.

7. Which of the following are JavaScript methods for querying the Document Object Model? Select all that apply.

1 / 1 point

☒ `getElementsByClassName`

✓ **Correct**

That's correct! `getElementsByClassName` will return all elements with the specified class.

☐ `getElementsById`

☒ `getElementById`

✓ **Correct**

That's correct! `getElementById` will return the first matching element with the specified ID.

☐ `getElementByClassName`

☐ `queryAllSelectors`

☒ `querySelector`

✓ **Correct**

That's correct! `querySelector` will return all elements matching the specified CSS selector.

8. Which of the following methods convert a JavaScript object to and from a JSON string?

1 / 1 point

☒ `JSON.parse`

✓ **Correct**

That's correct! `JSON.parse` will convert a JSON string to a JavaScript object.

☒ `JSON.stringify`

✓ **Correct**

That's correct! `JSON.stringify` will convert a JavaScript object to a JSON string.

☐ `JSON.fromString`

☐ `JSON.toString`

9. What will be the result of running this code?

1 / 1 point

```
1  const letter = "a"
2  letter = "b"
```

☒ Uncaught TypeError: Assignment to constant variable

☐ b

☐ a

☐ Uncaught SyntaxError: Invalid or unexpected token

✓ **Correct**

That's correct. You cannot reassign a variable assigned using the `const` keyword.

10. What is a constructor?

1 / 1 point

☒ A function that is called to create an instance of an object.

☐ An instance of a class.

☐ A specific object that has been created using the class name.

☐ An object literal

✓ **Correct**

Correct. A constructor function details how an object will be built using the keyword `new`.

