✔ **Congratulations! You passed!**

Grade received 100%   **Latest Submission Grade** 100%   **To pass** 80% or higher

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1. What will be the output of the following JavaScript?   **1 / 1 point**

```
1
2    const a = 2;
3    const b = 4;
4    if(a == 2 && b == 8) {
5        console.log("Green");
6    } else {
7        console.log("Blue");
8    }
9
```

○ Green

⦿ Blue

✓ **Correct**
That's correct! The AND operator requires both conditions to be true to result in a true value. Since b is equal to 4, the condition fails and the code inside the else statement will execute. Therefore, Blue will be output.

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2. What will be the output of the following JavaScript?   **1 / 1 point**

```
1
2    var x = true;
3    x = 23;
4    console.log(x);
5
```

○ true

⦿ 23

✓ **Correct**
That's correct! The x variable is re-assigned the value 23. Therefore, 23 is output by the code.

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3. What is the data type of the *x* variable in the following code?   **1 / 1 point**

```
1
2    var x = 0 != 1;
3
```

○ Number

○ BigInt

○ String

⦿ Boolean

✓ **Correct**
That's correct! 0 != 1 will result in a true value which is a boolean.

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4. What will the following JavaScript code output?   **1 / 1 point**

```
1
2    var x = 20;
3
4    if(x >= 10) {
5        console.log("Apple");
6    } else if(x <= 5) {
7        console.log("Pear");
8    } else {
```

```
9    |    console.log( urange );
10   }
11
```

○ Apple
○ Pear
○ Orange

✓ **Correct**
   That's correct! The x variable has the value of 20, therefore the first condition succeeds. The code inside the if statement will run and output Apple.

5. What will the following JavaScript code output?   **1/1 point**

```
1
2    var result = 0;
3
4    var i = 4;
5    while(i > 0) {
6        result += 2;
7        i--;
8    }
9
10   console.log(result);
11
```

○ 0
○ 2
○ 4
● 8

✓ **Correct**
   That's correct! The loop will run 4 times and each time add 2 to the result variable. Therefore, 8 will be output.

6. What will the following JavaScript code output?   **1/1 point**

```
1
2    console.log(result);
3    var result = 7;
4
```

○ null
● undefined
○ 7

✓ **Correct**
   That's correct. Since result is not yet defined when it is output, the value *undefined* is output.

7. In the following following JavaScript code snippet, what is missing for the code to return the value 15?   **1/1 point**

```
1
2    function addTwo(a,b) {
3        return a
4    }
5    addTwo(5,10)
6
```

○ b after a in the return statement
●   • b after a in the return statement
○ Attribute

✓ **Correct**
   Well done. The missing code is "+ b".

8. What is the output of the code below?

```
1
2    var cat = {}
3    cat.sound = "meow"
4    var catSound = "purr"
5    console.log(cat.sound)
6
```

- ◉ meow
- ○ purr
- ○ {}
- ○ catSound

✓ **Correct**
   Well done. Revise Module 2 Lesson 2 "CSS Basics".

9. What is the output of the code below?

```
1
2    var veggies = []
3    veggies.push('parsley')
4    veggies.push('carrot')
5    console.log(veggies[2])
6
```

- ◉ undefined
- ○ 2
- ○ 1
- ○ 3

✓ **Correct**
   Well done. Trying to output the third item in the veggies array, using the syntax veggies [2] will console log undefined because the veggies array has only 2 items, "parsley" and "carrot".

10. True or False. The second argument passed to the addEventListener function is the actual function that will handle the event, when it gets triggered.

- ◉ True
- ○ False

✓ **Correct**
   Well done. The second argument passed to the addEventListener handles the event.

11. How can you add an HTML attribute to an HTML element using JavaScript?

- ◉ By invoking the setAttribute method on a given element.
- ○ By invoking the getAttribute method on a given element.
- ○ By invoking the createAttribute method on a given element.

✓ **Correct**
   Well done. For example, to add an id attribute to an element, you can run setAttribute('id', 'sub-heading')

12. True or false? Using the npm init -y command you can initialize a new project with npm with all the prompts answered with a 'yes'.

- ◉ true
- ○ false

✓ **Correct**
   Well done. Using npm init -y is handy way to save time setting up a new project.