

✓ Congratulations! You passed!

Go to next item

Grade received 100% To pass 80% or higher

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

1 / 1 point

```
1
2   class Cake {
3       constructor(lyr) {
4           this.layers = lyr + 1;
5       }
6   }
7
8   var result = new Cake(1);
9   console.log(result.layers);
10
```

- ☐ 1
- ☒ 2
- ☐ 3
- ☐ 4

✓ Correct

That's correct! The Cake object stores its layers property as the value of the constructor parameter lyr plus one. Therefore, the value of the layers property is 2.

2. When a class extends another class, this is called _____.

1 / 1 point

- ☒ Inheritance
- ☐ Extension

✓ Correct

That's correct! A class inherits from another class using the extends keyword. This is called Inheritance.

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

1 / 1 point

```
1
2   class Animal {
3       constructor(lg) {
4           this.legs = lg;
5       }
6   }
7
8   class Dog extends Animal {
9       constructor() {
10          super(4);
11      }
12  }
13
14  var result = new Dog();
15  console.log(result.legs);
16
```

- ☐ 0
- ☐ undefined
- ☐ null
- ☒ 4

✓ Correct

That's correct! The Dog constructor passes the value of 4 to the super constructor of Animal. Therefore, the value of the legs property is 4.

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

1 / 1 point

```
1
2   class Animal {
3
4   }
5
6   class Cat extends Animal {
7     constructor() {
8       super();
9       this.noise = "meow";
10    }
11  }
12
13  var result = new Animal();
14  console.log(result.noise);
15
```

- ☒ undefined
- ☐ null
- ☐ ""
- ☐ meow

✓ Correct

That's correct! The `noise` property does not exist within the scope of the `Animal` class. Therefore, `undefined` will print.

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

1 / 1 point

```
1
2   class Person {
3     sayHello() {
4       console.log("Hello");
5     }
6   }
7
8   class Friend extends Person {
9     sayHello() {
10      console.log("Hey");
11    }
12  }
13
14  var result = new Friend();
15  result.sayHello();
16
```

- ☐ Hello
- ☒ Hey

✓ Correct

That's correct! The `Friend` class overrides the `sayHello` method. Therefore, `Hey` is printed out instead of `Hello` when `sayHello` is called.