Congratulations! You passed!

 $\textbf{Grade received} \ 100\% \quad \textbf{To pass} \ 80\% \ \text{or higher}$

Go to next item

1.	What will print out when the following code runs?	1/1 point
	<pre>const meal = ["soup", "steak", "ice cream"] let [starter] = meal; console.log(starter); </pre>	
	ice cream	
	O steak	
	Correct That's correct! The first item in the meal array is de-structured to the starter variable. Therefore, the code will print out soup.	
2.	The for-of loop works for Object data types.	1/1 point
	O true	
	false	
	○ Correct That's correct! The for-of loop must use an iterable such as arrays.	
3.	What will print out when the following code runs?	1/1 point
	<pre>1 2 let food = "Chocolate"; 3 console.log(`My favourite food is \${food}`); 4</pre>	
	My favourite food is Chocolate My favourite food is \${food}	
4.	What values will be stored in the set collection after the following code runs?	1/1 point
4.	1 2 let set = new Set(); 3 set.add(1); 4 set.add(2); 5 set.add(2); 6 set.add(2);	1, 1 point
	7 set.add(1); 8	
	O 1,2,3,2,1	

- ----

That's correct! A Set only stores unique items.

let obj = {
key: 1,
value: 4
);
<pre>let output = {obj };</pre>
output.value -= obj.key;
console.log(output.value);

- O 1
- O 2
- 3
- O 4
- ✓ Correct

That's correct! The spread operator ... will copy the properties from obj . Therefore, when output is created, it's value property will be equal to 4. Then 1 is substracted from the value property and result is stored back in the value property. Therefore, 3 will be printed out.

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

1/1 point

```
1
2 | function count(...basket) {
3 | console.log(basket.length)
4 | }
5 |
6 | count(10, 9, 8, 7, 6);
7
```

- 0 10,9,8,7,6
- 0 1, 2, 3, 4, 5
- O 6
- 5

⊘ Correct

That's correct! The rest operator ... allows a function to accept an indefinite amount of parameters. The length property of the basket variable will return 5 because there were 5 parameters passed to the method call. Therefore, 5 will be printed out.