

✓ Congratulations! You passed!

Go to next item

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

1. In plain JavaScript, how do you build an instance of the Audio constructor?

1 / 1 point

- ☐ Audio();
- ☒ new Audio();
- ☐ New Audio();



Correct. This is the correct way to build an instance of the Audio constructor in vanilla JavaScript.

2. If an object instance of the Audio constructor is saved in a variable named "song", what property on the "song" object can you use to check if the song is currently playing?

1 / 1 point

- ☐ song.play()
- ☒ song.paused
- ☐ song.pause();



Correct. This is the property that is used to check if the song is currently playing or not.

3. What is wrong with this code?

1 / 1 point

```
1 function toggle() {  
2   if(song.paused) {  
3     song.pause()  
4   } else {  
5     song.play()  
6   }  
7 }
```

- ☒ The app's logic doesn't work. The code on line 3 and the code on line 5 should swap places.
- ☐ The condition in the if statement is wrong. It should be:
`if(song.paused())`
- ☐ You need to have an `else if` condition, in between the `if` and `else` conditions.



Correct. The lines 3 and 5 need to switch places.