**Question 1 of 8**

is called before render().

* componentDidUpdate()
* **componentWillMountO**
* displayO
* componentWillDİsplay()

**Question 2 of 8**

Select the option that correctly creates an empty array.

* set boxes = []
* let boxes = > []
* var boxes = {}
* **let boxes = []**

**Question 3 of 8**

How do you add an element to the employees array

* **employees.push(e)**
* employees.add(e)
* employees.enqueue(e)
* employees.queue(e)

**Question 4 of 8**

Select the correct option that checks whether win includes 5.

* **if (win && win.includes(5))**
* if (win.includes(5))
* if (win || win.includes(5))
* if (win[5|)

**Question 5 of 8**

How do you create a constructor for a class named Game?

* Game(...)
* super(...)
* **constructor(...)**
* const(...)

**Question 6 of 8**

What is printed with the log statement afterthe follovving statements execute: myArray = [1,2,3] myArray.splice(2,0,5); console.log(myArray); ?

* [5,1,2,3]
* **[1,2,5,3]**
* [1,2,3,5]
* [5,2,5,5]

**Question 7 of 8**

What keyword do you use with the default properties when creating them since you do not have data from the database yet?

* public
* private
* **static**
* const

**Question 8 of 8**

If you precede a function with it is automatically fetched as soon as the component loads.

* this
* **get**
* put
* auto