

# Quiz

A short quiz to test your understanding of Inheritance in JavaScript.

1

If we create 50 Animal object instances, how many definitions of method `getName` and property `name` will we have?

```
function Animal(name,age ) {  
    this.name = name  
    this.age = age  
}  
Animal.prototype.getName = function() {  
    return this.name  
}  
Animal.prototype.getAge = function() {  
    return this.age  
}
```

2

Whenever a property is to be found it is first searched in the object and then the prototype chain is traversed.

3

Which `name` will be displayed in the code below?

```
function Animal(name,age ) {  
    this.name = name  
    this.age = age  
}  
Animal.prototype.name = 'Roofy'  
var animal = new Animal('Kitty',2)  
console.log(animal.name)
```

4

`Object.prototype` always points to another object.

5

The `__proto__` property is used as a setter/getter for the `[[Prototype]]` property.

6

`call` is used to invoke a method defined anywhere in the current context.

7

`super` keyword is used to invoke child class methods and constructors.

8

In JavaScript, inheritance is implemented through mixins.

Check Answers