

Course: \_\_\_\_\_

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Part I: Intro (4)

### 0. When adding JavaScript to a web page, where can you put your JavaScript code?

- ☐ In a separate file that ends in `.js``
- ☐ Inside `<link>` tags at the `<head>`
- ☐ In `<script>` just before the closing `</body>`
- ☐ Both (0) and (2)

### 1. Why should you put the HTML `<script>` before the closing `</body>` tag?

- ☐ It's the only way to add Javascript to HTML
- ☐ You shouldn't place your `<script>` tag before the closing `</body>`
- ☐ It's recommended because that way the html from your page will be loaded before the Javascript code is read
- ☐ Otherwise you will not be able to debug your code

### 2. What will `console.log("Westernization complete");`` do?

- ☐ Add a paragraph to the page with the text "Westernization complete"
- ☐ Print the text "Westernization complete" to the javascript console
- ☐ Create a variable with the string "Westernization complete"
- ☐ Return the string "Westernization complete" from the function

### 3. Which of the following JavaScript commands tells a browser to open a dialog box with a message?

- ☐ `document.write()`
- ☐ `window.alert()`
- ☐ `console.log()`
- ☐ `window.prompt()`

## Part II: Variable (5)

0. Which of the following is **\*\*NOT\*\*** a valid variable name in JavaScript??

- ☐ stepsToFinsh
- ☐ steps\_to\_finish
- ☐ steps-to-finish
- ☐ stepstofinish1

1. To **\*\*declare\*\*** a variable with the name ``score`` in Javascript we can write:

- ☐ \$score
- ☐ variable score
- ☐ def score
- ☐ var score

2. What is the difference between ``let`` and ``const``

- ☐ ``let`` only saves a variable for 2 minutes, ``const`` saves the variable until the program stops running
- ☐ ``let`` allows us to re-assign a variable, ``const`` will throw an error if we try to reassign the variable
- ☐ There is no such keyword ``let`` in javascript, ``const`` will throw an error if we try to reassign the variable
- ☐ ``let`` works with any type of variable, ``const`` only works with functions

3. Which of the following declares a variable named ``count`` and stores the number ``10`` in it?

- ☐ let count = 10
- ☐ count = 10
- ☐ const count = 10
- ☐ Both (0) and (2)

4. To **\*\*assign\*\*** a variable in Javascript, we use:

- ☐ /
- ☐ :
- ☐ =
- ☐ Both (0) and (2)

## Part III: String (5)

**0. Which of the following is a valid string:**

- ☐ 'You've got to see this'
- ☐ "You've got to see this"
- ☐ "You've got to see this'
- ☐ None of the above

**1. To escape a character in JS we would write:**

- ☐ `It\${'}s such a boring day`
- ☐ 'It\'s such a boring day'
- ☐ 'It&apos;s such a boring day'
- ☐ 'It'"s such a boring day'

**2. To put two strings together in JS we can use the following operator between them:**

- ☐ 'Hello' ++ ' World'
- ☐ 'Hello' . ' World'
- ☐ 'Hello' += ' World'
- ☐ 'Hello' + ' World'

**3. String **\*\*interpolation\*\*** is another way to put two strings together in ES6. How can we print "Hello World!", assuming that we have declared a variable `let who = "World"`?**

- ☐ `Hello who`
- ☐ "Hello 'who'"
- ☐ `Hello \${who}`
- ☐ "Hello \${who}"

**4. Assuming that we have declared a variable `let message = "What a GREAT day!"`, which statement will return `'what a great day!'`?**

- ☐ lowerCase(message)
- ☐ message.toLowerCase()
- ☐ toLowerCase(message)
- ☐ message.lowerCase()

## Part IV: Number (6)

0. Which of the following adds 15 to `sum` and reassigns the result back to `sum`?

- ☐ `sum += 15`
- ☐ `sum + 15`
- ☐ `sum = sum + 15`
- ☐ Both (0) and (2)

1. `%` is a mathematical operator in JS

- ☐ true
- ☐ false

2. To multiply and divide numbers in Javascript we use:

- ☐ `X` for multiplication, `/` for division
- ☐ `/` for multiplication, `*` for division
- ☐ `*` for multiplication, `/` for division
- ☐ `*` for multiplication, `%` for division

3. Which of the following JavaScript methods takes a string and tries to convert it to a float?

- ☐ `parseInt()`
- ☐ `parseFloat()`
- ☐ `Number.toFixed()`
- ☐ `Math.round()`

4. `Math.ceil(5.2)` will return:

- ☐ 0.2
- ☐ 6
- ☐ 5
- ☐ NaN

5. `parseInt()` and `parseFloat()` do the same thing

- ☐ true
- ☐ false

## Part V: Boolean (10)

By each expression below, mark if it's `true` or `false`

	true	false
5 > 2	<input type="checkbox"/>	<input type="checkbox"/>
'a' === 'A'	<input type="checkbox"/>	<input type="checkbox"/>
'hello' < 'world'	<input type="checkbox"/>	<input type="checkbox"/>
1 === 1 && 2 !== 2	<input type="checkbox"/>	<input type="checkbox"/>
1 === 1    2 !== 2	<input type="checkbox"/>	<input type="checkbox"/>
!false	<input type="checkbox"/>	<input type="checkbox"/>
undefined	<input type="checkbox"/>	<input type="checkbox"/>
3 % 3 === 0	<input type="checkbox"/>	<input type="checkbox"/>
score && !score	<input type="checkbox"/>	<input type="checkbox"/>
4 <= [1, 2, 3, 4].length	<input type="checkbox"/>	<input type="checkbox"/>

## Part VI: Conditionals and Loops (Program Flow) (8)

0. You must add an `else` clause to a conditional statement.

☐ true      ☐ false

When a browser runs the pieces of code listed below, what will the user see?

### Question 1

```
let lives = 0;

if (lives === 0 ) {
  alert('The game is OVER!');
} else {
  alert('I guess you\'re still alive');
}
```

- ☐ An alert dialog that says 'I guess you're still alive'
- ☐ This is not a valid conditional statement
- ☐ An alert dialog that says 'The game is OVER!'
- ☐ Nothing, this code will not run since `alert()` is not a function

**Question 2**

```
let lives = 0;
let score = 10;

if ( score < 5 ) {
  alert('Not quite, better luck next time.');
```

} else {
 alert('You passed.');

} else if ( score > 7) {
 alert('Good job!');

}

- ☐ An alert dialog that says 'You Passed.'
- ☐ This is not a valid conditional statement
- ☐ An alert dialog that says 'Good Job!'
- ☐ An alert dialog that says 'Not quite, better luck next time.'

**3. When should you use loops?**

- ☐ When you want to repeat code over and over a certain number of times.
- ☐ When you want to store multiple items in an single variable.
- ☐ When you want to run certain code only when a particular condition is true.
- ☐ When you want to run many lines of code by simply executing a single statement.

**Example A:**

```
let num = 0;

while (num > 20 ) {
  alert(num);
  num += 1;
}
```

**4. Why will this loop never run:**

- ☐ Because there's a syntax error in this code.
- ☐ The counter variable `num` is never increased
- ☐ The condition asks if that variable is greater than 20 and the variable is 0
- ☐ Because the code doesn't use a variable named `counter`

**Example B:**

```
let counter = 0;

while (counter < 5) {
  console.log('The counter is now: ' + counter);
  counter += 1;
}
```

5. Which of the code blocks below does the same thing as this while statement:

- ☐ for (let i=1; i < 5; i += 1) {  
 console.log('The counter is now: ' + i);  
}
- ☐ for (let counter=0; counter < 10; counter += 1) {  
 console.log('The counter is now: ' + counter);  
}
- ☐ for (let i=0; i < 5; i += 2) {  
 console.log('The counter is now: ' + i);  
}
- ☐ for (let i=0; i < 5; i += 1) {  
 console.log('The counter is now: ' + i);  
}

6. Which of the following statements will make the JavaScript interpreter exit a loop even when the loop condition is still true?

- ☐ stop;
- ☐ return;
- ☐ break;
- ☐ continue;

7. Is it possible for a loop to run forever?

- ☐ yes            ☐ no

## Part VII: Function (8)

0. How would you "call" a function named sayHello?

- ☐ run sayHello();
- ☐ sayHello;
- ☐ sayHello();
- ☐ function(sayHello);

1. Which of the following code snippets correctly shows how to create a function named sayHello which opens an alert dialog with the string "Hello" in it?

- ☐

```
let function = sayHello() {  
  alert("Hello");  
}
```
- ☐

```
function sayHello() (  
  alert("Hello");  
)
```
- ☐

```
function sayHello() {  
  alert("Hello");  
}
```
- ☐

```
function sayHello {  
  alert("Hello");  
}
```

Example A:

```
function daysOfWeek() {  
  return 'Mon', 'Tues', 'Wed', 'Thurs', 'Fri';  
}  
  
const days = daysOfWeek();
```

2. A function can return multiple values at once, like in the example above:

- ☐ true
- ☐ false

3. When talking about JavaScript functions, what is a "parameter"?

- ☐ A variable in which the function stores information passed to it.
- ☐ A value the function returns to the program when the function completes.
- ☐ A value that you pass to a function when you call the function.
- ☐ The scope in which a function runs.



4. Which of the following shows an example of passing **arguments** to a function?

- ☐ `alert("Hello world!")`
- ☐ `function(order){  
    return order + 1  
}`
- ☐ `getArea(10, 20, 'sq ft')`
- ☐ Both (0) and (2)

5. When you **declare** a variable inside a function, that variable is only accessible within that function.

- ☐ true
- ☐ false

**Example B:**

```
var message = "Welcome!";  
  
function setMessage() {  
    message = "Go away!";  
}  
  
setMessage();  
alert(message);
```

6. Given the code above, what appears in the alert dialogue when this program runs?

- ☐ "Welcome"
- ☐ "Go Away"

7. What is "scope" in JavaScript?

- ☐ Scope is the way you give and get information from functions.
- ☐ Scope is the context in which a variable can be accessed, such as within a function, or within the global scope of the entire program.
- ☐ Scope is the list of functions in the currently running program.
- ☐ Scope is used to determine when a function returns a value.

## Part VIII: Data Type (20)

By each expression below, write the letter that represents its data type

**b = Boolean, f = Function, n = Number, o = Object, s = String, u = Undefined**

- [ ] `42`
- [ ] `'42'`
- [ ] `{ value: 42 }`
- [ ] `function(value){ return value; }`
- [ ] `true`
- [ ] `hello`
- [ ] `"hello"`
- [ ] `3 + 2 === 5`
- [ ] `[1, 2, 3, 4, 5, 6]`
- [ ] `3 % 3`
- [ ] ``Hello ${6}``
- [ ] `3 + "3"`
- [ ] `NaN`
- [ ] `['good', 'job'].join(' ')`
- [ ] `true && false`
- [ ] `[1].push(6)`
- [ ] `Math`
- [ ] `Math.random()`
- [ ] `"Hello".split('')`
- [ ] `['a', 'b', 'c'].map(letter => letter + '1')`

## Part IX: Array Basics (5)

0. Given the following array `const numbers = [ 1, 44, 32, 55, 12, 17];` which snippet will print out the number 17 to the console?

☐ `console.log(numbers[6])`

☐ `console.log(numbers)`

☐ `console.log(numbers[5])`

☐ `console.log(numbers(5))`

1. Which array method adds an item to the end of an array?

☐ `pop()`

☐ `push()`

☐ `shift()`

☐ `unshift()`

2. Which array method returns the first item from an array and removes it from the array?

☐ `pop()`

☐ `push()`

☐ `shift()`

☐ `unshift()`

**Example A:**

```
let temperatures = [ 16, 34, 26, 19, 10];  
console.log( temperatures.indexOf( 19 ) );
```

3. When the following code runs what will appear in the JavaScript console?

☐ -1

☐ 3

☐ 0

☐ 4

4. Which of the following is an example of a two-dimensional array?

```
[ ] let scores = [  
    [ "Andrew", 89, 99, 100 ],  
    [ "Lora", 100, 97, 90 ],  
    [ "Sam", 75, 80, 82 ],  
    [ "June", 77, 81, 80 ]  
];  
  
[ ] let numbers = [ 1, 2, 3, 4, 5 ];  
  
[ ] let monsters = [  
    { name: "Godzilla" },  
    { name: "Mothra" },  
    { name: "Son of Godzilla" }  
]  
  
[ ] var booleans = [ true, false ];
```

# Good Luck!