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1. What will be the output of the following JavaScript?

1 point

```
1  const a = true;
2  if(!a) { console.log("Green"); }
3  else { console.log("Blue"); }
```

- ☐ null
- ☐ Blue
- ☐ `syntaxError`
- ☐ Green

2. What will be the output of the following JavaScript?

1 point

```
1  var x = 2; x += 5;
2  console.log(x);
```

- ☐ 7
- ☐ 3
- ☐ 2
- ☐ 5

3. What is the data type of the x variable in the following code?

1 point

```
var x = "Hello";
```

- ☐ String
- ☐ Boolean
- ☐ Number
- ☐ BigInt

4. What will the following JavaScript code output?

1 point

```
1  var x = 20;
2  if(x < 5) {
3      console.log("Apple");
4  }
5  else if(x > 10 && x < 20) {
6      console.log("Pear");
7  }
8  else { console.log("Orange"); }
```

- ☐ undefined
- ☐ Apple
- ☐ Pear
- ☐ Orange

5. What will the following JavaScript code output?

1 point

```
1  var result = 0;
2  var i = 4;
3  while(i > 0) {
4      result += 2; i--;
5  }
6  console.log(result);
7
```

- ☐ 4
- ☐ 8
- ☐ 2
- ☐ 0

6. When the following code runs, what will print out?

1 point

```
1  try { throw new Error(); console.log('Square'); }
2  catch(err) { console.log('Circle'); }
```

- ☐ `syntaxError`
- ☐ `undefined`
- ☐ `Circle`
- ☐ `Square`

7. In the following JavaScript code snippet, what is missing for the code to return the value 15?

1 point

```
1  function addTwo(a,b) { return a }
2  addTwo(5,10)
3
```

- ☐ Bracket notation
- ☐ `+b` in the `return` statement.
- ☐ Attribute

8. What is the output of the code below?

1 point

```
1  var cat = {};
2  cat.sound = "meow";
3  var catSound = "purr"
4  console.log(catSound)
```

- ☐ `catSound`
- ☐ `{}`
- ☐ `purr`
- ☐ `meow`

9. What is the output of the code below?

1 point

```
1 var veggies = ['parsley', 'carrot']
2 console.log(veggies[2])
```

- ☐ 2
- ☐ undefined
- ☐ 1
- ☐ 3

10. What is the first argument passed to the `addEventListener` function?

1 point

- ☐ A function that will handle the event.
- ☐ The name of the method.
- ☐ The target of the event.
- ☐ A string describing the type of event (such as, `'click'`).

11. How do you create a new `h2` element using JavaScript?

1 point

- ☐ With `document.buildElement('h2')`
- ☐ With `document.createElement('h2')`
- ☐ With `document.addElement('h2')`

12. True or false: Using the `npm init -y` command, you can initialize a new project with `npm` by answering all prompts with a yes.

1 point

- ☐ False
- ☐ True

13. What web browser tool can you use to run Javascript?

1 point

- ☐ Package manager
- ☐ `console.log`
- ☐ DevTools Console
- ☐ GUI

14. Which of the following comments is the correct syntax for an inline comment?

1 point

- ☐ `/* * Comment 4 */`
- ☐ `\ Comment 1`
- ☐ `// Comment 2`
- ☐ `## ## Comment 3 ##`

15. Which data type is used to store a true or false value?

1 point

- ☐ numbers
- ☐ booleans
- ☐ string
- ☐ function

16. The assignment operator in JavaScript is denoted by which of the following symbols?

1 point

- ☐ =>
- ☐ ==
- ☐ ===
- ☐ =

17. Which of these are a framework that can help you run a unit test for Javascript?

1 point

- ☐ JFrame
- ☐ JavaTest
- ☐ JavaFrame
- ☐ Jest

18. The idea of having separate, small pieces of code that are easy to test is called what?

1 point

- ☐ End-to-end testing.
- ☐ Unit testing.
- ☐ Post-hoc testing.
- ☐ Integration testing.

19. Node package manager (`npm`) can be used to do what?

1 point

- ☐ Build a back end.
- ☐ Use a large number of libraries and frameworks as `Node.js` modules.
- ☐ Test code coverage.
- ☐ Add code from places like Stack Overflow or github.

20. Which statement best describes the function of `package.json`?

1 point

- ☐ Store all the testing code.
- ☐ Download `npm` packages.
- ☐ Turn your code into an application.
- ☐ Store all the dependencies required for application.

21. What strategy separates the code that you are testing from its related dependencies?

1 point

- ☐ `module.exports`
- ☐ Mocking
- ☐ Fakes
- ☐ End-to-end testing

22. What type of testing is most easily performed by a non developer?

1 point

- ☐ End-to-end testing
- ☐ Unit testing
- ☐ Integration testing
- ☐ Post-hoc testing

23. Which of the following variable declarations can be redeclared and reassigned?

1 point

- ☐ `let`
- ☐ `var`
- ☐ `const`
- ☐ There are no variable declarations which can be redeclared and reassigned.

24. What is the function of extends in the following code block.

1 point

```
1  class Game {  
2    constructor(score) { this.score = points;  
3  }  
4  getPoints() { return this.score; }  
5  class Bonus extends Game {  
6    constructor() { super(2); }  
7    getpoints() { return super.getPoints() * 5; }  
8  }  
9  var result = new Bonus();  
10 console.log(result.getPoints());
```

- ☐ Creates a child of the class `Game`.
- ☐ Replaces the class `Bonus` with the class `Game`.
- ☐ Replaces the class `Game` with the class `Bonus`.
- ☐ Creates a parent of the class `Game`.

25. What is the function of extends in the following code block.

1 point

```
1  class Animal { }  
2  class Cat extends Animal {  
3    constructor() { this.noise = "meow"; }  
4    makeNoise() { return this.noise; }  
5  }  
6  class Tiger extends Cat {  
7    constructor() { super(); this.noise = "growl"; }  
8  }  
9  var result = new Tiger();  
10 console.log(result.makeNoise());
```

- ☐ Replaces the class `Cat` with the class `Tiger`.
- ☐ Replaces the class `Animal` with the class `Cat`.
- ☐ Creates a parent of the class `Animal`.
- ☐ Creates a child `Cat` of the class `Animal` and a child `Tiger` of the class `Cat`.

26. What value will the `const b` evaluate to?

1 point

```
const [a, b] = [1,2,3,4]
```

- ☐ `1`
- ☐ `[1,2,3,4]`
- ☐ `2`
- ☐ `undefined`

27. True or false: The rest parameter syntax allows a function to accept an indefinite number of arguments as an array.

1 point

- ☐ True
- ☐ False

28. Which JSON method is used to convert an object to a string?

1 point

- ☐ `JSON.stringify`
- ☐ `JSON.parse`
- ☐ `JSON.toString`
- ☐ `JSON.fromString`

29. What keyword, used with a constructor function, details how an object will be built?

1 point

- ☐ Function
- ☐ Construct
- ☐ New
- ☐ Extends

30. The Object Oriented Programming paradigm can best be described how?

1 point

- ☐ It works by writing efficient code.
- ☐ It works by keeping the data and functionality separate.
- ☐ It works by keeping the data and functionality grouped in meaningful objects.
- ☐ It works by keeping data in meaningful objects but keeps functionality separate.

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