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JAVASCRIPT TRICKY OUTPUT-BASED QUESTIONS

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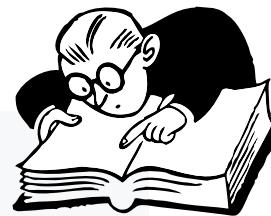


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What's the output?



```
let randomValue = { name: "Dimple" }
randomValue = 23

if (!typeof randomValue === "string") {
    console.log("It's not a string!")
} else {
    console.log("Yay it's a string!")
}
```

- A: It's not a string!
- B: Yay it's a string!
- C: TypeError
- D: undefined



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What's the output?



```
const user = {  
    email: "my@email.com",  
    updateEmail: email => {  
        this.email = email  
    }  
  
}  
  
user.updateEmail("new@email.com")  
console.log(user.email)
```

- A: my@email.com
- B: new@email.com
- C: undefined
- D: ReferenceError



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What's the output?



```
const fruit = ['🍌', '🍊', '🍎']

fruit.slice(0, 1)
fruit.splice(0, 1)
fruit.unshift('🍇')

console.log(fruit)
```

- A: ['🍌', '🍊', '🍎']
- B: ['🍊', '🍎']
- C: ['🍇', '🍊', '🍎']
- D: ['🍇', '🍌', '🍊', '🍎']



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What's the output?



```
class Calc {  
    constructor() {  
        this.count = 0  
    }  
  
    increase() {  
        this.count++  
    }  
}  
  
const calc = new Calc()  
new Calc().increase()  
  
console.log(calc.count)
```

- A: 0
- B: 1
- C: undefined
- D: ReferenceError



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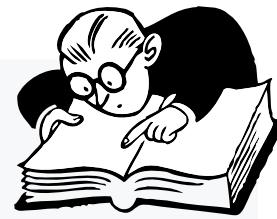
What's the output?



```
let count = 0;
const nums = [0, 1, 2, 3];

nums.forEach(num => {
    if (num) count += 1
})

console.log(count)
```



- A: 1
- B: 2
- C: 3
- D: 4

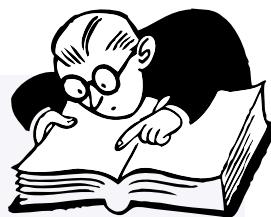


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What's the output?



```
class Bird {  
    constructor() {  
        console.log("I'm a bird. 🐦");  
    }  
}
```

```
class Flamingo extends Bird {  
    constructor() {  
        console.log("I'm pink. 💕");  
        super();  
    }  
}
```

```
const pet = new Flamingo();
```

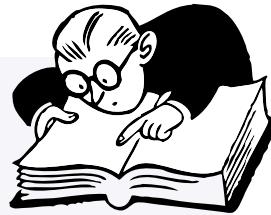
- A: I'm pink. 💕
- B: I'm pink. 💕 I'm a bird. 🐦
- C: I'm a bird. 🐦 I'm pink. 💕
- D: Nothing, we didn't call any method



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What's the output?



```
const person = {  
    name: 'DimpleKumari',  
    hobbies: ['coding'],  
};  
  
function addHobby(hobby, hobbies = person.hobbies) {  
    hobbies.push(hobby);  
    return hobbies;  
}  
  
addHobby('running', []);  
addHobby('dancing');  
addHobby('baking', person.hobbies);  
  
console.log(person.hobbies);
```

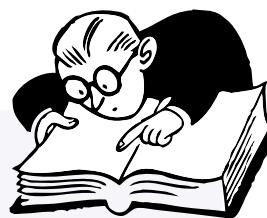
- A: ["coding"]
- B: ["coding", "dancing"]
- C: ["coding", "dancing", "baking"]
- D: ["coding", "running", "dancing", "baking"]



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What's the output?



```
class Counter {  
    #number = 10  
  
    increment() {  
        this.#number++  
    }  
  
    getNum() {  
        return this.#number  
    }  
}  
  
const counter = new Counter()  
counter.increment()  
  
console.log(counter.#number)
```

- A: 10
- B: 11
- C: undefined
- D: SyntaxError



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What's the output?



```
const add = x => x + x;

function myFunc(num = 2, value = add(num)) {
    console.log(num, value);
}

myFunc();
myFunc(3);
```

- A: 2 4 and 3 6
- B: 2 NaN and 3 NaN
- C: 2 Error and 3 6
- D: 2 4 and 3 Error



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What's the output?



```
const handler = {  
    set: () => console.log('Added a new property!'),  
    get: () => console.log('Accessed a property!'),  
};  
  
const person = new Proxy({}, handler);  
  
person.name = 'Dimple';  
person.name;
```

- A: Added a new property!
- B: Accessed a property!
- C: Added a new property! Accessed a property!
- D: Nothing gets logged



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What's the output?



```
// sum.js
export default function sum(x) {
  return x + x;
}

// index.js
import * as sum from './sum';
```



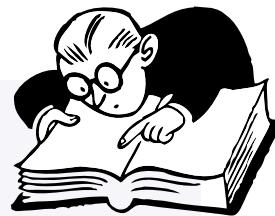
- A: sum(4)
- B: sum.sum(4)
- C: sum.default(4)
- D: Default aren't imported with *, only named exports



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What's the output?



```
class Counter {  
    constructor() {  
        this.count = 0;  
    }  
  
    increment() {  
        this.count++;  
    }  
}  
  
const counterOne = new Counter();  
counterOne.increment();  
counterOne.increment();  
  
const counterTwo = counterOne;  
counterTwo.increment();  
  
console.log(counterOne.count);
```

- A: 0
- B: 1
- C: 2
- D: 3



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What's the output?



```
const myPromise = Promise.resolve('Woah some cool data');

(async () => {
  try {
    console.log(await myPromise);
  } catch {
    throw new Error(`Oops didn't work`);
  } finally {
    console.log('Oh finally!');
  }
})();
```

- A: Woah some cool data
- B: Oh finally!
- C: Woah some cool data Oh finally!
- D: Oops didn't work Oh finally!



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What's the output?



```
const add = x => y => z => {  
    console.log(x, y, z);  
    return x + y + z;  
};  
  
add(4)(5)(6);
```

- A: 4 5 6
- B: 6 5 4
- C: 4 function function
- D: undefined undefined 6



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What's the output?



```
let config = {
  alert: setInterval(() => {
    console.log('Alert!');
  }, 1000),
};

config = null;
```



- A: The `setInterval` callback won't be invoked
- B: The `setInterval` callback gets invoked once
- C: The `setInterval` callback will still be called every second
- D: We never invoked `config.alert()`, `config` is `null`



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What's the output?



```
let name = 'Dimple';

function getName() {
  console.log(name);
  let name = 'Twinkle';
}

getName();
```

- A: Dimple
- B: Twinkle
- C: undefined
- D: ReferenceError



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What's the output?



```
const colorConfig = {  
  red: true,  
  blue: false,  
  green: true,  
  black: true,  
  yellow: false,  
};  
  
const colors = ['pink', 'red', 'blue'];  
  
console.log(colorConfig.colors[1]);
```

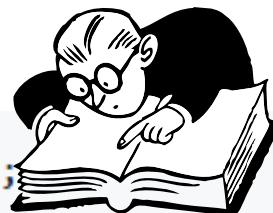
- A: true
- B: false
- C: undefined
- D: TypeError



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What's the output?



```
const one = false || {} || null;  
const two = null || false || '';  
const three = [] || 0 || true;  
  
console.log(one, two, three);
```

- A: `false` `null` `[]`
- B: `null` `""` `true`
- C: `{}` `""` `[]`
- D: `null` `null` `true`



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What's the output?



```
const name = 'Dimple';  
  
console.log(name());
```

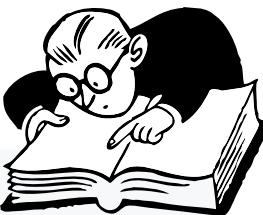
- A: SyntaxError
- B: ReferenceError
- C: TypeError
- D: undefined



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What's the output?



```
let newList = [1, 2, 3].push(4);  
  
console.log(newList.push(5));
```

- A: [1, 2, 3, 4, 5]
- B: [1, 2, 3, 5]
- C: [1, 2, 3, 4]
- D: Error



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THANK YOU FOR READING!

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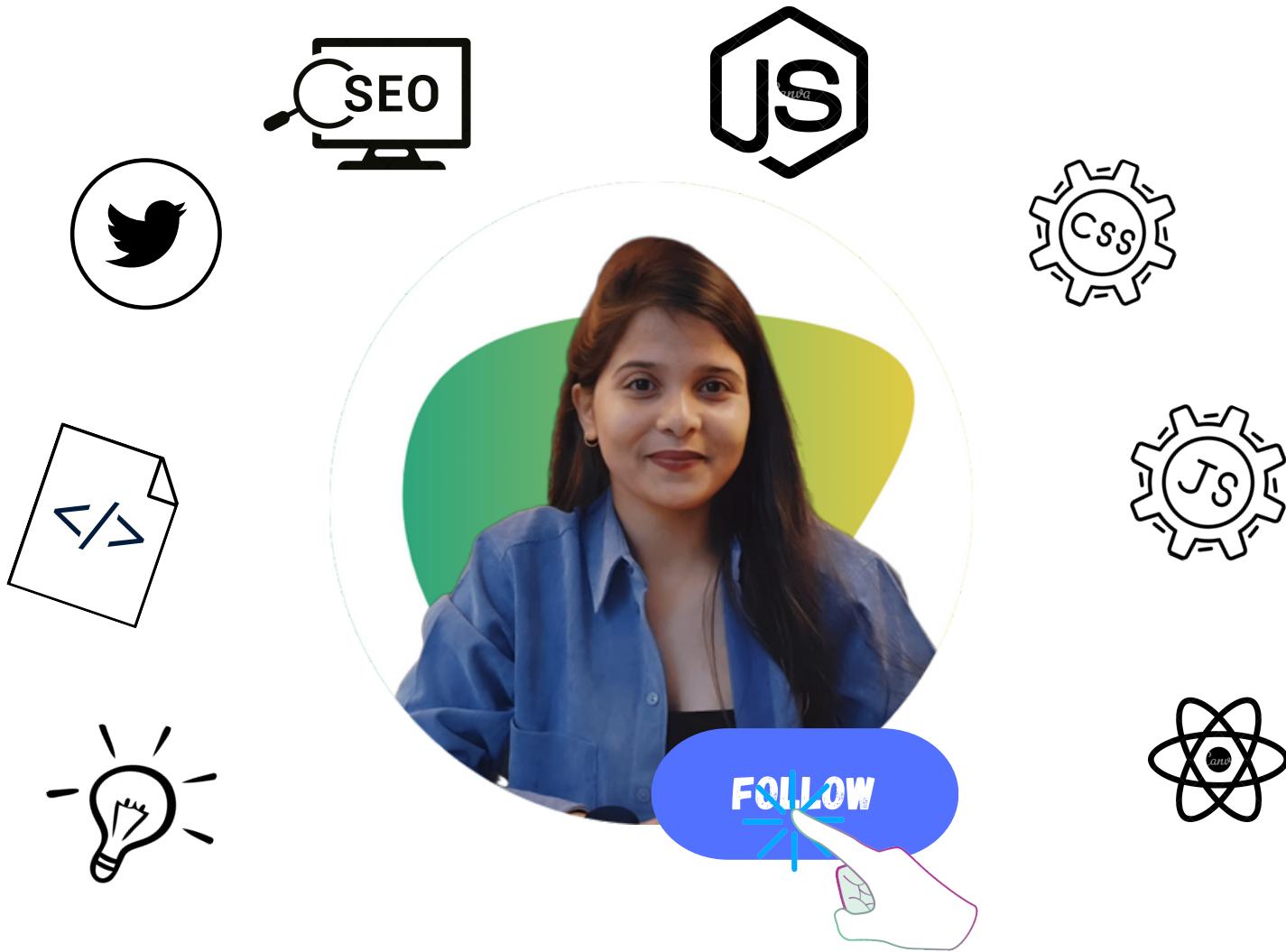
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