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JS Briefing

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JS Briefing

part- 1

Email *

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What is the outcome of this statement?

`console.log('hi!'.length);`

*

- ☒ 3 is printed to the console.
- ☐ 'hi!'.length will be printed to the console.
- ☐ 1 is printed to the console.
- ☐ hi! is printed to the console.

What is the correct way to call the **random** method on the **Math** global object? *

- ☐ Math(random)
- ☒ Math.random()
- ☐ random.Math()
- ☐ math.random()

What is the correct way to call a string's built-in method? *

- ☐ toUpperCase('codecademy');
- ☐ 'codecademy'.toUpperCase;
- ☒ 'codecademy'.toUpperCase();
- ☐ toUpperCase('codecademy');

What is string interpolation? *

- ☐ Changing the value of a variable.
- ☒ Using template literals to embed variables into strings.
- ☐ Joining multiple strings together using operators like +
- ☐ Printing a string to the console.

What will the following code print to the console?

```
let num = 10;  
num *= 3;  
console.log(num);
```

*

- ☐ 'num'
- ☒ 30
- ☐ 3
- ☐ 10

How would you properly refactor this code block using the ternary operator?

```
if (walkSignal === 'Walk') {  
  console.log('You may walk!');  
} else {  
  console.log('Do not walk!');  
}
```

*

- ☐ walkSignal ? console.log('You may walk!') : console.log('Do not walk!');
- ☐ walkSignal === 'Walk' ? ('You may walk!') : ('Do not walk!');
- ☒ walkSignal === 'Walk' ? console.log('You may walk!') : console.log('Do not walk!');
- ☐ walkSignal === 'Walk' : console.log('You may walk!') : console.log('Do not walk!');

If **isHungry** equals **true**, which of the following expressions evaluates to **true**?

*

- ☐ !isHungry === true
- ☐ !isHungry
- ☐ isHungry === false
- ☒ isHungry !== false

What will the code block log to the console?

```
let runTime = 35;
```

```
let runDistance = 3.5;
```

```
if (runTime <= 30 && runDistance > 3.5) {  
  console.log("You're super fast!");  
} else if (runTime >= 30 && runDistance <= 3) {  
  console.log("You're not making your pace!");  
} else if (runTime > 30 || runDistance > 3) {  
  console.log("Nice workout!");  
} else {
```

```
console.log("Keep on running!");  
}  
*
```

- ☒ Nice workout!
- ☐ You're not making your pace!
- ☐ You're super fast!
- ☐ isHungry !== false

What will the following code log to the console?

```
let needTacos = true;
```

```
if (needTacos) {  
  console.log("Finding tacos");  
} else {  
  console.log("Keep on keeping on!");  
}  
*
```

- ☐ Keep on keeping on!
- ☒ Finding tacos

What will the code block log to the console?

```
let groceryItem = "apple";
```

```
switch (groceryItem) {  
  case "tomato":  
    console.log("Tomatoes are $0.49");  
    break;  
  case "lime":  
    console.log("Limes are $1.49");  
    break;  
  case "papaya":  
    console.log("Papayas are $1.29");  
    break;  
  default:
```

```
    console.log("Invalid item");  
    break;  
  }  
  *
```

- ☐ Tomatoes are \$0.49
- ☐ Papayas are \$1.29
- ☒ Invalid item
- ☐ Limes are \$1.49

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