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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