JS Briefing

Total points   45/50   ?

part- 1

Email *

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✓ How would you properly refactor this code block using the ternary   *5/5
   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!');

Feedback

👏

Correct!

✓   **What is string interpolation?** *   5/5

○   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.

Feedback

👏

Correct! String interpolation is when we insert, or interpolate, variables into strings using template literals.

✓   **If isHungry equals true, which of the following expressions evaluates to true?**   *5/5

○   !isHungry === true

○   !isHungry

○   isHungry === false

◉   isHungry !== false   ✓

Feedback

👏

Correct!

✓ **What is the correct way to call the random method on the Math global object?**   *5/5

○ Math(random)

⦿ Math.random()   ✓

○ random.Math()

○ math.random()

Feedback

👏
Nice work! This is the correct syntax.

✓   What will the code block log to the console?   *   5/5
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

Feedback

👏

Correct!

✓ **What will the following code print to the console? ***   5/5
```
let num = 10;
num *= 3;
console.log(num);
```

○ 'num'

◉ 30   ✓

○ 3

○ 10

Feedback

👏

*Correct! *= will multiply the num by 3 and then reassign the value of num to that result.*

✓ **What is the outcome of this statement? ***   5/5
```
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.

Feedback

👏

Nice work! .length will access the length property of hi! which is 3 characters long.

✓   What will the code block log to the console? *   5/5

```
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

Feedback

👏
Correct! Since groceryItem = "apple", it does not match any of the cases, so the default block will run.

✓   **What is the correct way to call a string's built-in method?** *   5/5

○   toUpperCase.'codecademy'();

○   'codecademy'.toUpperCase;

◉   'codecademy'.toUpperCase();   ✓

○   toUpperCase('codecademy');

Feedback

👏

Nice work! .toUpperCase() is appended to the string to call it.

✗   **What will the following code log to the console?** *   ···/5
    let needTacos = true;

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

○   Keep on keeping on!

◉   Finding tacos   ✗

No correct answers

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