

## PAPER TIME I

Name:

### A - acronyms

HTTP

DOM

HTML

API

CSS

NPM

AJAX

URL

### B – Name all JS data types here:

### C - Code tracking

```
var birds, cat, choices, goal = null, n = Number( true), weather = "Sunny", a, x = 3 ;
```

```
bird = { color: "red", isFlying: false } ;
```

```
cat = { name: "kitty", age: 8, hobbies: [ "mouse", "birds", bird, "nap"] } ;
```

```
choices = [  
    cat.hobbies[ 3 ] + " in the sun", birds , cat.hobbies[ 1 ] ,  
    cat.hobbies[ cat.hobbies.length - 1 ] , cat.hobbies[ 2 ]  
];
```

```
if ( weather === "sunny" && bird.isFlying === false ) { goal = choices[ 0 ]; }
```

```
else if ( cat.age > x && !bird.isFlying ) { goal = choices[ choices.length - 5 ]; }
```

```
else { goal = choices[ 1 ]; }
```

```
console.log(goal);
```

```
// end of program
```

Does the cat take a nap in the sun ? Yes - No

What is `typeof cat.color.length` ?

What is `typeof bird` ?

What prints `typeof choices.length - 1` ?

What is `typeof cat.hobby` ?

## D - Ghost in the Shell

in a Unix shell...

how do you list all files in a folder ?

How do you create a folder ?

How do you rename a folder ?

How do you navigate in ./js folder ?

How do you know the current status of your local git repo ?

## E – Is NaN ?

```
var x = 0, dog = { name: "Wako", age: 13 };
```

```
isNaN( x )
```

```
isNaN( 0 )
```

```
isNaN( dog.ages )
```

## F – Booleans

```
false && true && false
```

```
!true || false
```

```
Boolean(0)
```

```
true && !false
```

```
Boolean("1")
```

```
false + true
```

## G – simple function

Declare **AND** run a function foo

foo takes bar as argument

If bar is a number, return true, false otherwise

## E – Loop

Write a for loop counting from 1 to 100