

More JavaScript and jQuery Checkpoint

Quiz Score

Your Results:

You got 18 questions right out of 30 (60%).

7. In terms of objects, how would one use bracket notation to refer to a value that is not a variable?

`object("property")`

`object["property"]`

23. In terms of objects, how would one use dot notation to refer to a value?

`property.object`

`object.property`

22. What will be logged to the console with the following code? `var myObject = { myNumber: 30, myFunction: function() { this.myNumber += 30; console.log(myObject.myNumber); } } myObject.myFunction();`

`30`

`60`

15. What will be logged to the console with the following code? `var myFunction = function(someCar) { var myCar = someCar; } myFunction("Honda"); console.log(myCar);`

`Honda`

`ReferenceError: myCar is not defined`

9. Without using jQuery, elements on a page can be populated using the ____ property.

`:text()`

`innerHTML`

10. Without using jQuery, we can code a new div with the following:

`makeDivElement()`

`createElement("div")`

14. Without using jQuery, a CSS style of an element can be manipulated using the ____ method.

`:css()`

setAttribute

1. jQuery can be useful for tasks such as:

~~Registering click or other change events~~

All of the above

19. We can use jQuery to create a listener that listens for a click on all elements with the class myClass using:

~~\$(".myClass").on(function() { ... });~~

\$(".myClass").on("click", function() { ... })

30. We can give classes to elements using the ____ jQuery method.

~~.attrClass~~

.addClass

11. In JavaScript, ____ functions can access ____ variables, but not vice versa.

~~parent, child~~

child, parent

3. With the code below, how would you log "lizard" to the console? var group = { large: { creatures: "blue whale", medium: { creatures: ["zebra", "rhino", "hippo"], small: { creatures: "cat", tiny: { creatures: ["snail", "hamster", "lizard", "spider"] } } }, other: { creatures: "human" } } };

~~console.log(group.tiny.creatures[2]);~~

console.log(group.large.medium.small.tiny.creatures[2]);

100%