

# Review: Quiz #4

**Due** Aug 18 at 11:59pm**Points** 10**Questions** 10**Time Limit** None**Allowed Attempts** Unlimited

## Instructions

- You have unlimited re-takes on quizzes.
- Quizzes are open-book. It's more about what you can figure out than what you have memorized. Feel free to utilize resources such as your dev console, Google, Stack Overflow, and others while taking quizzes.

Quizzes have two main purposes:

1. To get you to re-engage with the content in a different way, reinforcing your knowledge.
2. To help you prepare for the Code 301 entrance exam, which you will take at the end of Week 3. There is a minimum threshold you must pass on that exam (80%), and also, that exam factors into your grade in this class.

[Take the Quiz Again](#)

## Attempt History

	Attempt	Time	Score
<b>LATEST</b>	<a href="#">Attempt 1</a>	13 minutes	8 out of 10

❗ Correct answers are hidden.

Score for this attempt: **8** out of 10

Submitted Aug 15 at 7:31pm

This attempt took 13 minutes.

### Question 1

**1 / 1 pts**

What does `Math.floor()` do?



It generates decimal numbers of the number digits that are passed in as an argument

- ☐ It picks a random number and attaches it to the prototype
- ☐ It takes a decimal and invokes it up to the next higher integer value
- ☒ It truncates the decimal values from a floating point number

Incorrect

**Question 2****0 / 1 pts**

When used inside of an object, **this** refers to:

- ☐ The block of code following 'this'
- ☒ Any variable that is declared either immediately before or immediately after the use of 'this'
- ☐ The function concatenation that it is used inside of
- ☐ The object that it is used in

**Question 3****1 / 1 pts**

```
var rabbit = {};
```

This line of code creates an object by using:

- ☒ Object literal notation
- ☐ A constructor function
- ☐ Properties and methods
- ☐ Cascading prototypal inheritance

Incorrect

**Question 4****0 / 1 pts**

In the line of code

```
var turtle = newAnimal("Michelangelo",1);
```

"Michelangelo" and 1 are:

- ☐ Variables
- ☒ Function expressions
- ☐ Arguments
- ☐ Instantiations

**Question 5****1 / 1 pts**

What is the term we use for a function that is associated with (or, attached to) an object?

- ☐ An instance
- ☐ An ability
- ☒ A method
- ☐ An action

**Question 6****1 / 1 pts**

**True/false:** An object is a collection of properties and methods.

☒ True

☐ False

### Question 7

1 / 1 pts

**True/false:** Figuring out your problem domain should only be done after you start writing code; otherwise you do not know whether the code actually works.

☐ True

☒ False

### Question 8

1 / 1 pts

What does DOM stand for?

☐ Domain Oriented Manipulation

☐ Distribution of Methods

☒ Document Object Model

☐ Direct Object-oriented Maintenance

### Question 9

1 / 1 pts

**True/false:** Javascript cannot be used to manipulate HTML elements; it is only used in web applications to solve arithmetic calculations.

☐ True

☒ False

### Question 10

1 / 1 pts

Invoke the *wizardsOfMiddleEarth* function.

```
function wizardsOfMiddleEarth() {  
  this.gray = "Gandalf";  
  this.white = "Saurumon";  
  this.brown = "Radaghast";  
  this.blue = ["Alatar", "Pallando"];  
  return this.gray + this.white + this.brown + this.blue[0] + this.blue[1];  
}
```

wizardsOfMiddleEarth()

This will technically work but it really bad practice because you are leaving out an ending semicolon.

Quiz Score: **8** out of 10