

# 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
KEPT	<a href="#">Attempt 3</a>	2 minutes	10 out of 10
LATEST	<a href="#">Attempt 3</a>	2 minutes	10 out of 10
	<a href="#">Attempt 2</a>	2 minutes	8 out of 10
	<a href="#">Attempt 1</a>	13 minutes	8 out of 10

❗ Correct answers are hidden.

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

Submitted Aug 15 at 7:37pm

This attempt took 2 minutes.

### Question 1

**1 / 1 pts**

What does `Math.floor()` do?

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

## Question 2

1 / 1 pts

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

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

## Question 3

1 / 1 pts

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

This line of code creates an object by using:

- ☐ Properties and methods

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

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

In the line of code

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

"Michelangelo" and 1 are:

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

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

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

- ☐ An ability
- ☐ An instance
- ☒ 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?

☐ Distribution of Methods

☒ Document Object Model

☐ Domain Oriented Manipulation

☐ 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 = "Radaghost";  
  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: 10** out of 10