### 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.

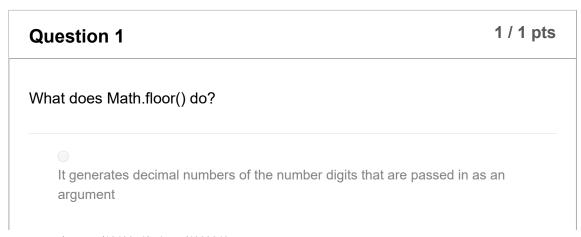
Take the Quiz Again

### **Attempt History**

	Attempt	Time	Score
LATEST	Attempt 1	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.



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

# 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 | 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	
<pre>var turtle = newAnimal("Michelangelo",1);</pre>	
"Michelangelo" and 1 are:	
Variables	
Function expressions	
<ul><li>Arguments</li></ul>	
<ul> <li>Instantiations</li> </ul>	

Question 5	1 / 1 pts
What is the term we use for a function that is associated with (or, a to) an object?	attached
An instance	
An ability	
A method	
<ul> <li>An action</li> </ul>	

Question 6 1 / 1 pts

True/f	false: An object is a collection of properties and methods.
•	True
	False

### Question 7 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

<b>True/false:</b> 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