Quick Check 1

1. What is object-oriented programming?
2. Provide code to create an object literal named pokerCard containing a suit property with a value of “Spades” and a rank property with a value of 12.
3. Provide code that adds a dropRank() method to the pokerCard object that decreases the value of the rank property by 1.

Quick Check 2

1. How does an object class differ from an object literal?
2. Provide code for a construction function named bounceBall with two parameters named x and y and properties named speedX and speedY with initial values equal to the x and y parameter values.
3. Provide code to instantiate an object variable named myBall created from the bounceBall class with initial x and y values of 50 and 100.
4. What is an object prototype and what is its relationship to a constructor function?
5. Provide code to add the moveBall() method to the prototype of the bounceBall constructor function.

Quick Check 3

1. What is the lexical environment of a variable or function?
2. What is a closure?
3. What is a disadvantage of creating a closure?
4. What is the difference between a public method and private method?
5. What is a privileged method?

Quick Check 4

1. Provide code to specify that the Clothing object class is a subclass of the Merchandise class.
2. Provide an expression to test whether the myCard object contains a property named “suit”.
3. Which command should be used to loop through properties of an associative array?
4. When would you use the call() method with an object?
5. How do you convert a JSON text string into JavaScript object? How do you convert a JavaScript object into a JSON text string?