**Quick Check 1**

1. **What is object-oriented programming?**

Object-oriented programming is a type of programming where you can create objects that are made up of properties, methods, or other objects. These objects can then be reused in a variety of ways.

1. **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.**

let pokerCard = {  
 suit: “Spades”,  
 rank: 12  
};

1. **Provide code that adds a dropRank() method to the pokerCard object that decreases the value of the rank property by 1.**

let pokerCard = {  
 suit: “Spades”,  
 rank: 12,  
 dropRank: function() {  
 this.rank -= 1;  
 }  
};  
pokerCard.dropRank();

**Quick Check 2**

1. **How does an object class differ from an object literal?**

An object literal is when you need an object that will be used once for a single purpose and an object class is for when you need several copies of the same object.

1. **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.**

function bounceBall(x, y) {  
 this.speedX = x;  
 this.speedY = y;  
}

1. **Provide code to instantiate an object variable named myBall created from the bounceBall class with initial x and y values of 50 and 100.**

let myBall = new bounceBall(50, 100);

1. **What is an object prototype and what is its relationship to a constructor function?**

Every constructor function in JS has a special property called prototype. These prototypes can be used in such a way that any new object created with the constructor function inherits the properties and methods of the prototype sort of like how a machine uses a blueprint to create new objects.

1. **Provide code to add the moveBall() method to the prototype of the bounceBall constructor function.**

bounceBall.prototype.moveBall = function() { }

**Quick Check 3**

1. **What is the lexical environment of a variable or function?**

The lexical environment refers to the scope in which a variable or function exists in. This determines that nested functions and their variables will have access to the outer functions variables.

1. **What is a closure?**

A closure is a copy of a function which includes the lexical environment of variables used within that function.

1. **What is a disadvantage of creating a closure?**

Closures copies a function and its lexical environment, so it uses a lot of memory.

1. **What is the difference between a public method and private method?**

A public method is defined for an object prototype and can be called outside of that object, and a private method is defined within a constructor function, therefore it is limited to that function.

1. **What is a privileged method?**

A privileged method is a method that is accessible to public scope but relies on a value returned by a private function.

**Quick Check 4**

1. **Provide code to specify that the Clothing object class is a subclass of the Merchandise class.**

Clothing.prototype = new Merchandise();

1. **Provide an expression to test whether the myCard object contains a property named “suit”.**

myCard.hasOwnProperty(“suit”);

1. **Which command should be used to loop through properties of an associative array?**

The ‘for…in’ loop is used to iterate over associative arrays.

1. **When would you use the call() method with an object?**

I would use the call() method when you need to share a method between objects for a comma-separated list of values.

1. **How do you convert a JSON text string into JavaScript object? How do you convert a JavaScript object into a JSON text string?**

Converting JSON text string into a JS object:  
let object = JSON.parse(file.result);

Converting a JS object into a JSON text string:  
JSON.stringify(object);