

1.What will be printed when the following code runs?

1 / 1 punto

```
1
2   var result = null;
3   console.log(result);
4
```

- ☐ undefined
- ☒ null
- ☐ 0



Correcto

That's correct! Since the value is initialised with null, null will be output.

2.When the following code runs, what will print out?

1 / 1 punto

```
1
2   try {
3       console.log('Hello');
4   } catch(err) {
5       console.log('Goodbye');
6   }
7
```

- ☒ Hello
- ☐ Goodbye



Correcto

That's correct! Since there is no error thrown inside the `try` block, the `catch` block will not run. Therefore, "Hello" will print out.

3. If you pass an unsupported data type to a function, what error will be thrown?

1 / 1 punto

- ☐ RangeError
- ☐ SyntaxError
- ☒ TypeError

✓ **Correcto**

That's correct! `TypeError` will be thrown when an incorrect data type is passed to a function.

4. What will print out when the following code runs?

1 / 1 punto

```
1
2   var x;
3
4   if(x === null) {
5       console.log("null");
6   } else if(x === undefined) {
7       console.log("undefined");
8   } else {
9       console.log("ok");
10  }
11
```

- ☐ null
- ☒ undefined
- ☐ ok

✓ **Correcto**

That's correct! Since the value is not initialised, it will have the `undefined` data type.

5. What will print out when the following code runs?

1 / 1 punto

```
1
2   throw new Error();
3   console.log("Hello");
4
```

- ☐ Hello
- ☒ Nothing will print out.

✓ **Correcto**

That's correct! Throwing an error will stop the execution of the code.