

1.What data type is the variable `item` ?

1 / 1 punto

```
1  
2   var item = [];  
3
```

☐ Boolean

☐ Function

☒ Array

✓ **Correcto**

That's correct! `[]` is the array literal.

2.What is the value of `result` for the following code?

1 / 1 punto

```
1  
2   var result = "Hello".indexOf('l');  
3
```

☐ 1

☒ 2

☐ 3

☐ 4

✓ **Correcto**

That's correct! Indices start at 0. Therefore the first index of `l` is 2.

3.What is the length of the `clothes` array after this code runs?

1 / 1 punto

```
1  
2   var clothes = [];  
3   clothes.push('gray t-shirt');  
4   clothes.push('green scarf');  
5   clothes.pop();  
6   clothes.push('slippers');  
7   clothes.pop();  
8   clothes.push('boots');  
9   clothes.push('old jeans');  
10
```

☐ 1

☐ 2

☒ 3

☐ 4

☒ **Correcto**

That's correct! 5 items are added (push) to the array and 2 items are removed (pop). The result is 3 items in the array.

4.What value is printed out by the following code?

1 / 1 punto

```
1
2   var food = [];
3   food.push('Chocolate');
4   food.push('Ice cream');
5   food.push('Donut');
6
7   console.log(food[1])
8
```

☐ Chocolate

☒ Ice cream

☐ Donut

☒ **Correcto**

That's correct! Array indices start at 0, so the value at index 1 is Ice cream.

5.How many properties does the `dog` object have after the following code is run?

1 / 1 punto

```
1
2   var dog = {
3       color: "brown",
4       height: 30,
5       length: 60
6   };
7   dog["type"] = "corgi";
8
```

- ☐ 1
- ☐ 2
- ☐ 3
- ☒ 4

✓ **Correcto**

That's correct! Additional properties can be assigned after an object is created. In this code, the object is created with three properties (color, height, length) and then a fourth property is assigned.

6. In the following function, the variables `a` and `b` are known as \_\_\_\_\_.

1 / 1 punto

```
1
2   function add(a, b) {
3       return a + b;
4   }
5
```

- ☒ Parameters
- ☐ Return Values

✓ **Correcto**

That's correct! Parameters are the inputs to a function.

7. Which of the following are functions of the Math object?

1 / 1 punto

☒ `random()`

✓ **Correcto**

That's correct! `Math.random()` returns a random value between 0.0 and 1.0.

☒ `round()`

✓ **Correcto**

That's correct! `Math.round()` rounds a decimal value up to the closest integer.

☒ `sqrt()`



**Correcto**

That's correct! `Math.sqrt()` returns the mathematical square root of a number.