

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

1 / 1 punto

```
1
2     class Cake {
3         constructor(lyr) {
4             this.layers = lyr + 1;
5         }
6     }
7
8     var result = new Cake(1);
9     console.log(result.layers);
10
```

- ☐ 1
- ☒ 2
- ☐ 3
- ☐ 4

✓ **Correcto**

That's correct! The Cake object stores its `layers` property as the value of the constructor parameter `lyr` plus one. Therefore, the value of the `layers` property is 2.

2. When a class extends another class, this is called _____.

1 / 1 punto

- ☒ Inheritance
- ☐ Extension

✓ **Correcto**

That's correct! A class inherits from another class using the `extends` keyword. This is called Inheritance.

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

1 / 1 punto

```
1
2     class Animal {
3         constructor(lg) {
4             this.legs = lg;
5         }
6     }
7
8     class Dog extends Animal {
```

```
9      constructor() {
10          super(4);
11      }
12  }
13
14  var result = new Dog();
15  console.log(result.legs);
16
```

- ☐ 0
- ☐ undefined
- ☐ null
- ☒ 4



Correcto

That's correct! The Dog constructor passes the value of 4 to the super constructor of Animal. Therefore, the value of the legs property is 4 .

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

1 / 1 punto

```
2      class Animal {
3
4      }
5
6      class Cat extends Animal {
7          constructor() {
8              super();
9              this.noise = "meow";
10         }
11     }
12
13     var result = new Animal();
14     console.log(result.noise);
15
```

- ☒ undefined
- ☐ null
- ☐ ""
- ☐ meow



Correcto

That's correct! The `noise` property does not exist within the scope of the `Animal` class. Therefore, `undefined` will print.

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

1 / 1 punto

```
1
2     class Person {
3         sayHello() {
4             console.log("Hello");
5         }
6     }
7
8     class Friend extends Person {
9         sayHello() {
10            console.log("Hey");
11        }
12    }
13
14    var result = new Friend();
15    result.sayHello();
16
```

☐ Hello

☒ Hey

☒ **Correcto**

That's correct! The `Friend` class overrides the `sayHello` method. Therefore, `Hey` is printed out instead of `Hello` when `sayHello` is called.