

[← Back to Week 2](#)[X Lessons](#)[Prev](#)[Next](#)

Filters, Digest Cycle and Data Binding

- Welcome to Module 2 1 min
- Recommended Books 10 min
- Lecture 12: Filters 7 min
- Practice Quiz:** Quiz 10 2 questions
- Lecture 13, Part 1: Creating Custom Filters 6 min
- Lecture 13, Part 2: Creating Custom Filters 3 min
- Lecture 13, Part 3: Creating Custom Filters 8 min
- Practice Quiz:** Quiz 11 3 questions
- Lecture 14, Part 1: Digest Cycle 4 min
- Practice Quiz:** Quiz 12 1 question
- Lecture 14, Part 2: Digest Cycle 7 min
- Lecture 14, Part 3: Digest Cycle 9 min

PRACTICE QUIZ

Quiz 13

1 question

To Pass

100% or higher

[Start](#)



Quiz 13

Practice Quiz, 1 question

1/1 point (100%)

**Congratulations! You passed!**[Next Item](#)**1.** How many watchers does Angular setup for the following snippet of code?1 / 1
points

```
1 <input type="text" ng-model="value">
2 <div>{{ value + '!' }}</div>
3 <button ng-click="getValue()">Get Value</button>
4
```

☐ 0☐ 1☒ 2**Correct**

Correct. ng-model causes 1. Interpolation of {{ value + '!' }} causes another. You would think that since it's the same property, Angular wouldn't create another watcher. However, interpolations *always* create another watch. The prime example of why is the + "!" part. It needs a separate watcher because it's not simply a matter of that property. Inside of a interpolation, you can have operations performed, so another watcher that handles those operations and redisplay the newly created results is needed. The button's ng-click doesn't cause any. So, final answer is 2.

☐ 3