

JavaScript

Test 12

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Совместный доступ отсутствует

***Обязательный вопрос**

Name Surname *

Мой ответ

1. How can you create an object that does not inherit from any other object in JavaScript?

5 баллов

- ☐ Use Object.create(null).
- ☐ Use Object.inherit(null).
- ☐ Use Object.extend(null).
- ☐ Use Object.empty().

2. What is the purpose of the Object.prototype in JavaScript?

5 баллов

- ☐ It provides the base object for all other objects.
- ☐ It is used to store custom properties and methods.
- ☐ It defines the prototype for functions.
- ☐ It is reserved for internal use by the JavaScript engine.

3. What happens if you attempt to access a property on an object, and the property is not found on the object or its prototype chain?

5 баллов

- ☐ It returns undefined.
- ☐ It raises an error.
- ☐ It returns null.
- ☐ It searches the global scope for the property.

4. What is the purpose of the constructor property in a prototype object?

5 баллов

- ☐ It defines the constructor function for the prototype.
- ☐ It specifies the name of the prototype.
- ☐ It is used to create new instances of the prototype.
- ☐ It holds a reference to the parent object.

5. Which built-in JavaScript object represents a function's prototype property?

5 баллов

- ☐ FunctionProto
- ☐ Function.prototype
- ☐ FunctionObject
- ☐ Function.prototypeObject

6. How can you check if an object has a specific property directly on the object itself (not inherited)?

5 баллов

- ☐ Using the hasOwnProperty() method
- ☐ Using the 'in' operator
- ☐ Using the Object.keys() method
- ☐ Using the prototypeOf method

7. In JavaScript, which object serves as the prototype for all other objects by default?

5 баллов

- ☐ Object.prototype
- ☐ Function.prototype
- ☐ Global.prototype
- ☐ Window.prototype

8. What is the main purpose of the prototype in JavaScript?

5 баллов

- ☐ Inheritance
- ☐ Data storage
- ☐ Code organization
- ☐ Performance optimization

9. How do you add a method named 'sayHello' to the prototype of a constructor function named 'Person'?

5 баллов

- ☐ Person.sayHello = function() {...}
- ☐ Person.prototype.sayHello = function() {...}
- ☐ Person.method.sayHello = function() {...}
- ☐ Person.addMethod('sayHello', function() {...})

10. When using the Object.create() method to create an object, which object becomes the prototype of the new object by default?

5 баллов

- ☐ Object.prototype
- ☐ Function.prototype
- ☐ null
- ☐ Window.prototype

11.What will be the output of the following code snippet?

5 баллов

```
const person = {
  name: "Max",
  sayHello: function() {
    console.log("Hello, " + this.name);
  }
};
sayHello();
```

- ☐ Hello, Max
- ☐ Max
- ☐ undefined
- ☐ ReferenceError

12.What will be the output of the following code snippet?

5 баллов

```
const obj = { name: "Max" };
console.log(obj.hasOwnProperty("name"));
console.log(obj.hasOwnProperty("toString"));
```

- ☐ true, false
- ☐ true, true
- ☐ Max, toString
- ☐ true, undefined

13.What will be the output of the following code snippet?

5 баллов

```
console.log(Object.getPrototypeOf(Array.prototype) !== Object.prototype);
console.log(Object.getPrototypeOf(String.prototype) !== Array.prototype);
console.log(Object.getPrototypeOf(Number.prototype) === Object.prototype);
```

- ☐ false, true, true
- ☐ true, false, false
- ☐ false, true, false
- ☐ false, false, true

14.What will be the output of the following code snippet?

5 баллов

```
let obj1 = {
  name: 'Max',
  surname: 'Smith',
  address: {
    country: 'France',
    city: 'Paris'
  }
};
let copy = Object.assign({}, obj1);
copy.address.city = 'Lyon';
console.log(obj1.address.city);
```

Мой ответ

15.What will be the output of the following code snippet?

5 баллов

```
let obj1 = {
  name: 'Max',
  surname: 'Smith',
  address: {
    country: 'France',
    city: 'Paris'
  }
};
let copy = Object.assign({}, obj1);
copy.address = true;
console.log(obj1.address);
```

- ☐ true
- ☐ false
- ☐ { country: 'France', city: 'Paris' }
- ☐ { country: 'France', city: 'Lyon' }

16.What will be the output of the following code snippet?

5 баллов

```
let obj1 = {
  name: 'Max',
  surname: 'Smith',
  address: {
    country: 'France',
    city: 'Paris'
  }
};
let copy = obj1;
copy.name = 'John'
console.log(obj1.name);
```

- ☐ Max
- ☐ John
- ☐ undefined
- ☐ TypeError

17.What will be the output of the following code snippet?

5 баллов

```
let myObject = Object.create( {}, {
  b: {
    enumerable: false,
    writable: true,
    configurable: false,
    value: 3
  },
  c: {
    enumerable: true,
    writable: false,
    configurable: false,
    value: 4
  }
} );
console.log(myObject.hasOwnProperty( "a" ));
console.log(myObject.hasOwnProperty( "b" ));
console.log(myObject.hasOwnProperty( "c" ));
```

- ☐ false, true, true
- ☐ true, true, true
- ☐ false, false, true
- ☐ true, false, true

18.What will be the output of the following code snippet?

5 баллов

```
const obj1 = {} => { console.log(this) };
const obj2 = Object.create(obj1);
obj2();
```

- ☐ obj1
- ☐ undefined
- ☐ TypeError
- ☐ obj2

19.What will be the output of the following code snippet?

5 баллов

```
const obj = {};
obj.__proto__ = obj;
console.log(obj.__proto__ === obj);
```

- ☐ true
- ☐ false
- ☐ TypeError

20.What will be the output of the following code snippet?

5 баллов

```
const obj = {};
const proto1 = { x: 10 };
const proto2 = { y: 20 };
Object.setPrototypeOf(obj, proto1);
Object.setPrototypeOf(obj, proto2);
console.log(obj.x);
```

- ☐ undefined
- ☐ 10
- ☐ 20
- ☐ null

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