

WITU JavaScript Quiz one

Total Marks: 15

Name: RegNo:

Section A: Multiple Choice & True/False (1 mark each)

*(Each question is worth **1 mark**.)*

Multiple Choice (1-6)

1. How do you select an element by its id in JavaScript?

- a) document.getElementById("myId") b) document.querySelector("#myId")
- c) document.getElementById("myId") d) document.selectElementById("myId")

2. What will the following code do?

`"document.getElementById("title").innerHTML = "Hello, World!";`

- a) Change the id of the element to "Hello, World!"
- b) Set the inner HTML of the element with id="title" to "Hello, World!", displaying "World!" in bold
- c) Display an alert with "Hello, World!"
- d) Throw an error because innerHTML is incorrect

3. Which of the following correctly changes the background color of an element with id="box" to red?

- a) document.getElementById("box").backgroundColor = "red";
- b) document.getElementById("box").style.background = "red";
- c) document.getElementById("box").style.backgroundColor = "red";

d) document.setStyle("box", "backgroundColor", "red");

4. Which of the following is NOT a valid JavaScript variable name?

- a) myVar b) _count c) 2names d) \$price

5. What will be the output of the following code?

```
js  
  
let num = 8;  
num += "2";  
console.log(num);
```

- a) 10. b) 82. c) Error d) NaN

6. What is the result of typeof null in JavaScript?

- a) "null". b) "object". c) "undefined". d) "number"

True/False (7-10)

(Each question is worth **1 mark**.)

7. JavaScript is a case-sensitive language.

- a) True. b) False c) Sometimes

8. The innerHTML property is used to change both the text and HTML structure inside an element.

- a) True b) False c) Only for text

9. Variables declared with let can be redeclared in the same scope.

- a) True b) False c) Only if assigned null

10. JavaScript follows the BIDMAS/BODMAS rule for arithmetic operations.

- a) True b) False c) Only for addition and subtraction

Section B: Short Answer (5 marks total)

(Each part is worth **2 or 1 mark**, for a total of **5 marks**.)

11. (2 marks) Write a function named greet that takes a name as a parameter and returns "Hello, name!".

12. (1 mark) What will be printed by the following code?

```
js

let x = 5;
if (x === "5") {
    console.log("Equal");
} else {
    console.log("Not Equal");
}
```

13. (2 marks) Describe the difference between let, var, and const in JavaScript.

JavaScript Quiz Answers

Section A: Multiple Choice & True/False (1 mark each)

1. ☒ c) document.getElementById("myId")
2. ☒ b) Set the inner HTML of the element with id="title" to "Hello, **World!**", displaying "World!" in bold
3. ☒ c) document.getElementById("box").style.backgroundColor = "red";
4. ☒ c) 2names (Variable names cannot start with a number.)
5. ☒ b) 82 (Since num is a number and "2" is a string, += results in string concatenation.)
6. ☒ b) "object" (This is a well-known JavaScript quirk.)

True/False (1 mark each)

7. ☒ **a) True** (JavaScript is case-sensitive, meaning myVar and myvar are different variables.)
8. ☒ **a) True** (innerHTML allows updating both text and HTML inside an element.)
9. ☒ **b) False** (let does not allow redeclaration in the same scope, unlike var.)
10. ☒ **a) True** (JavaScript follows the standard mathematical order of operations: Brackets, Orders (exponents), Division/Multiplication, Addition/Subtraction.)

Section B: Short Answer (5 marks total)

11. ☒ (2 marks) Correct function example:

```
function greet(name) {  
  return "Hello, " + name + "!";  
}
```

- **1 mark** for correctly defining a function
- **1 mark** for returning "Hello, name!" correctly

12. ☒ (1 mark) Correct answer:

Printed output: Not Equal

- **Explanation:** `x === "5"` uses **strict equality (===)**, which checks both **value and type**. Since `x` is a number and `"5"` is a string, the condition is false, so "Not Equal" is printed.

13. ☒ (2 marks) Correct answer:

- **1 mark** for explaining var: Can be redeclared, has function scope.
- **1 mark** for explaining let & const:
 - let: Cannot be redeclared, has block scope.
 - const: Same as let, but cannot be reassigned.