1: var arr = [1, 4, 6, 2, 5, 3],sum = 0;

for(var i = 0; i <arr.length; i++){

if(arr[i]%2 != 0) { sum += arr[i];}

if(arr[i]%5 == 0) break;

}

alert(sum);

Value of sum when alert:

1. 3 b. 4 c. 5 d. 6

2: Result when execute the program?

var name = "iviettech";

var user = {

name: "javascript",

showInfo: function(){ console.log("Name:" + this.name); }

}

var getName= user.showInfo;

getName();

1. Undefined b. Name:Iviettech c. Name:javascript d. Name:

3: Results when execute the program

var name = "iviettech";

var user = {

name: "javascript",

showInfo: function(){ console.log("Name:" + this.name); }

}

var getName= user.showInfo.bind(user);

getName();

1. Undefined b. Name:Iviettech c. Name:javascript d. Name:

4. window.onload = function(){

document.getElementById(“id\_bt”).onclick = alert(“hello”);

document.getElementById(“id\_bt”).onclick = alert(“everyone”);

}

What happen when user click button have id is id\_bt?

1. Nothing b. Alert : hello

c. Alert : everyone d. Alert : hello then alert : everyone

5. var arr = [];

arr[0] = 1;

arr[2] = 3;

var sum = 0;

for( var i =0;i<arr.length;i++){sum++;}

alert(sum);

Value of sum when alert:

1. 1 b. 2 c. 3 d. 4

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var sum = { getSum : function(num) { return (num + this.index)}};

var sumPrototype = Object.create(sum);

sumPrototype.exeSum = function(sum){

var x = this.getSum(sum);

return x/2;

}

var rs = Object.create(sumPrototype);

rs.index = 1;

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6. alert(rs.getSum(2));

Value of sum when alert:

1. 1 b. 0.5 c. 3 d. 1.5

7. alert(rs. exeSum(2));

Value of sum when alert:

1. 1 b. 0.5 c. 3 d. 1.5