Graded Quiz due Jun 5, 2024 02:30 IST Completed

### Question 1

1/1 point (graded)

In the following declaration, what is the type of the variable 'pi'? var pi = "3.14";

number			
( ) float			

string			

char		



#### **Answer**

Correct:

Variables in JavaScript assumes the data type from of a variable when it's assigned, meaning in this case  $\pi$  is the same type as "3.14". Since "3.14" contains multiple characters in quotation marks, it is a string. Refer to the "JavaScript Language - Overview and Syntax" and "JavaScript Variables and Control Statements" videos for more information.

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Try again (1 attempt remaining) 🚯

# Question 2

1/1 point (graded)

How do you define an array called array1 in JavaScript?

var array1 = (1,2,3)



```
var array1 = new Array[1,2,3]
```





### **Answer**

Correct:

Array literals are created by declaring array elements within square brackets, as shown above. Refer to the "JavaScript Language - Overview and Syntax" video for more information.

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Try again (1 attempt remaining) 🚯

# Question 3

1/1 point (graded)

What does the following statement do?

var ndate = new Date();

Assigns an empty string with the properties of dates to ndate

Submit Try again (1 attempt remaining) 🚯

### Question 6

1/1 point (graded)

What is the value of 'total' after the following statement is executed?

var total = 10 + 1 +" 3";

(		1	Δ
(	- /		4

"1013"



"113"

This results in an error



### **Answer**

Correct:

JavaScript will execute this statement in order. 10 and 1 are both numbers and will be added as such (10 + 1 = 11). Then, this new value (11) will be concatenated with the string "3", resulting in "113". Refer to the "JavaScript – Browser Console" reading for more information.

Submit

Try again (1 attempt remaining)

## Question 7

1/1 point (graded)

What would the alert be, when the following code is executed?

```
var a = new String("Hello");
var b = "Hello";
if (a ===b){
alert("Same");
}else{
alert("Different");
}
```

It would not give any alert as it is an error



Different



None of the above



### **Answer**

Correct:

The "===" operation checks if the operand on the left is of equal value and equal type to the operand on right. Since Strings declared by the String wrapper object are different than the primitive string data type, 'a 'and 'b' are different types, despite them being the same values. Refer to the "JavaScript Language - Overview and Syntax" video and the "JavaScript - Browser Console" reading for more information.

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Try again (1 attempt remaining)

## Question 8

Graded Quiz | Module 4 - JavaScript Programming for Web Applications | Introduction to Web Development with HTML5, CSS3, and JavaScript | edX 1/1 point (graded) Which of the following is the proper way to create a 'for' loop? loop (for i = minVal; i < maxVal; i++) { ... } for (var i = minVal; i++; i < maxVal) { ... } for (var i = minVal; i < maxVal; i++) { ... }</p> for (i < maxVal) { ... } **Answer** Correct: A for loop requires 3 expressions within the parentheses: an initial expression, a conditional expression, and an increment expression. The expressions must appear in the order listed, and must be separated by a semi-colon (;), as shown in this example. Refer to the "JavaScript Variables and Control Statements" video for more information. Try again (1 attempt remaining) Submit Question 9 1/1 point (graded) Select **all** of the following which are properways to add a 'color' property to a custom' Car' object. Car.prototype(Color, "Red") Car.color = "Red" Car.prototype.color = "Red" Modify the code of the Car object directly to add a parameter in the constructor **Answer** Correct: Car.prototype.color = "Red": All objects have a corresponding prototype, which make it easy to add properties and methods to all current and future instances of that object. Above is the correct usage of adding a property to a prototype. Refer to the "JavaScript Functions and Prototypes" video for more information. Modify the code of the Car object directly to add a parameter in the constructor: Modifying the object code directly is one way to add methods and properties to it. However, there are easier ways to do so. Refer to the "JavaScript Functions and Prototypes" video for more information. Submit Try again (unlimited attempts) Question 10

1/1 point (graded)

Which of the following is not an event binder in JavaScript?

onhover
onload
Onmouseover