1. Variables declared using 'let' can be reassigned. **1 / 1 point**

- (•) true
- ( ) false

Correct
That's correct! Variables declared using let cannot be redeclared but can be reassigned.

2. What will print out when the following code runs? **1 / 1 point**

```
1
2       function scopeTest() {
3           var y = 44;
4
5           console.log(x);
6       }
7
8       var x = 33;
9       scopeTest();
10
```

- ( ) null
- ( ) undefined
- (•) 33
- ( ) 44

Correct

That's correct! `x` is defined in the global scope before the `console.log` is called.

3. What will print out when the following code runs? **1 / 1 point**

```
class Cake {
    constructor(lyr) {
        this.layers = lyr;
    }

    getLayers() {
        return this.layers;
    }
}

class WeddingCake extends Cake {
    constructor() {
        super(2);
    }

    getLayers() {
        return super.getLayers() * 5;
    }
}

var result = new WeddingCake();
console.log(result.getLayers());

```

- 0
- 2
- 5
- 10 (selected)

Correct

That's correct! The WeddingCake constructor stores the amount of layers as 2. However, WeddingCake overrides the `getLayers()` function to multiple the result by 5. Therefore, `10` is outcome.

4. What will print out when the following code runs? **1 / 1 point**

```
1
2   class Animal {
3
4   }
5
6   class Dog extends Animal {
7       constructor() {
8           this.noise = "bark";
9       }
10
11      makeNoise() {
12        return this.noise;
13      }
14  }
15
16  class Wolf extends Dog {
17      constructor() {
18          super();
19          this.noise = "growl";
20      }
```

```
23      var result = new Wolf();
24      console.log(result.makeNoise());
25
```

- ○ bark
- ◉ growl
- ○ undefined

Correct
That's correct! The noise property is overridden when the Wolf constructor is called.

5. Consider this code snippet: 'const [a, b] = [1,2,3,4] '. What is the value of b? **1 / 1 point**

- ○ undefined
- ○ 1
- ◉ 2
- ○ [1,2,3,4]

Correct
That's correct! The value b is assigned the second item value of the array through de-structuring.

6. What value will be printed out when the following code runs? **1 / 1 point**

```
function count(...food) {
    console.log(food.length)
}

count("Burgers", "Fries", null);
```

- ○ 2
- ◉ 3
- ○ "Burgers", "Fries", null
- ○ "Burgers", "Fries", undefined

Correct
That's correct! The rest operator ... allows a function to accept an indefinite amount of parameters. The length property of the food variable will return 3 because there were 3 parameters passed to the method call. The value null counts as a parameter. Therefore, 3 will be printed out.

7. Which of the following are JavaScript methods for querying the Document Object Model? Select all that apply. **1 / 1 point**

- ☑ getElementsByClassName

Correct
That's correct! getElementsByClassName will return all elements with the specified class.

- [ ] getElementsById
- [x] getElementById

Correct
That's correct! getElementById will return the first matching element with the specified ID.

- [ ] getElementByClassName
- [ ] queryAllSelectors
- [x] querySelector

Correct
That's correct! querySelector will return all elements matching the specified CSS selector.

8. Which of the following methods convert a JavaScript object to and from a JSON string? **1 / 1 point**

- [x] JSON.parse

Correct
That's correct! JSON.parse will convert a JSON string to a JavaScript object.

- [x] JSON.stringify

Correct
That's correct! JSON.stringify will convert a JavaScript object to a JSON string.

- [ ] JSON.fromString

- [ ] JSON.toString

9. What will be the result of running this code? **1 / 1 point**

```
1   const letter = "a"
2   letter = "b"
```

- (•) Uncaught TypeError: Assignment to constant variable
- ( ) b
- ( ) a
- ( ) Uncaught SyntaxError: Invalid or unexpected token

Correct
That's correct. You cannot reassign a variable assigned using the `const` keyword.

10. What is a constructor? **1 / 1 point**

- (•) A function that is called to create an instance of an object.

- An instance of a class.
- A specific object that has been created using the class name.
- An object literal

Correct

Correct. A constructor function details how an object will be built using the keyword new.