What does "JS" stand for? a) Java Script b) Just Saying c) Joint Service d) Just Started Answer: a

Who developed JavaScript? a) Microsoft b) Apple c) Google d) Netscape Answer: d

What is JavaScript primarily used for? a) Styling web pages b) Adding interactivity to web pages c) Sending emails d) Making phone calls Answer: b

What is the file extension for a JavaScript file? a) .html b) .css c) .js d) .php Answer: c

Which of the following is NOT a data type in JavaScript? a) Boolean b) String c) Array d) Table Answer: d

What is the correct syntax for a single-line comment in JavaScript? a) // This is a comment b) <!-- This is a comment --> c) \*\* This is a comment \*\* d) ~~ This is a comment ~~ Answer: a

What is the correct syntax for a multi-line comment in JavaScript? a) /\* This is a comment \*/ b) // This is a comment // c) <!-- This is a comment --> d) \*\* This is a comment \*\* Answer: a

What is the keyword used to declare a variable in JavaScript? a) var b) let c) const d) all of the above Answer: d

Which of the following is NOT a valid way to declare a variable in JavaScript? a) var x = 5; b) let y = 10; c) const z; d) const a = []; Answer: c

What is the correct syntax for a function in JavaScript? a) function myFunction() {} b) myFunction() {} c) function() myFunction {} d) myFunction {} Answer: a

What is the purpose of the "return" statement in a function? a) To declare a variable b) To end the function and return a value c) To start the function d) To add comments to the function Answer: b

What is the difference between "==" and "===" in JavaScript? a) There is no difference b) "==" checks value and type, while "===" checks value only c) "===" checks value and type, while "==" checks value only d) "==" and "===" are not valid operators in JavaScript Answer: c

What is the purpose of the "if" statement in JavaScript? a) To loop through code b) To declare a variable c) To execute code if a condition is true d) To return a value from a function Answer: c

What is the purpose of the "else" statement in JavaScript? a) To execute code if a condition is false b) To declare a variable c) To loop through code d) To return a value from a function Answer: a

What is the purpose of the "while" loop in JavaScript? a) To execute code a specific number of times b) To execute code while a condition is true c) To declare a variable d) To return a value from a function Answer: b

What is the purpose of the "for" loop in JavaScript? a) To execute code a specific number of times b) To execute code while a condition is true c) To declare a variable d) To return a value from a function

What is the purpose of the "switch" statement in JavaScript? a) To execute code a specific number of times b) To execute code while a condition is true c) To declare a variable d) To select one of many code blocks to execute

Answer: d

Which of the following is NOT a comparison operator in JavaScript? a) < b) > c) <> d) <=

Answer: c

What is the purpose of the "&&" operator in JavaScript? a) Logical OR b) Logical NOT c) Logical AND d) None of the above

Answer: c

What is the purpose of the "||" operator in JavaScript? a) Logical OR b) Logical NOT c) Logical AND d) None of the above

Answer: a

Which of the following is NOT a JavaScript framework or library? a) React b) Angular c) Vue d) JavaFX

Answer: d

Which of the following is NOT a built-in object in JavaScript? a) Math b) Date c) Array d) StringLength

Answer: d

What is the purpose of the this keyword in JavaScript? a) To refer to the current object b) To declare a variable c) To start a function d) To return a value from a function

Answer: a

What is the purpose of the new keyword in JavaScript? a) To declare a variable b) To start a function c) To create a new object d) To return a value from a function

Answer: c

What is the purpose of the "typeof" operator in JavaScript? a) To check the data type of a variable b) To create a new variable c) To start a function d) To return a value from a function

Answer: a

Which of the following is NOT a valid JavaScript event? a) click b) hover c) type d) submit

Answer: c

What is the purpose of the addEventListener method in JavaScript? a) To add a new event to an element b) To remove an event from an element c) To change the style of an element d) To add a new element to the DOM

Answer: a

Which of the following is NOT a valid way to access an element in JavaScript? a) document.getElementById() b) document.querySelector() c) document.getElementByClass() d) document.getElementsByTagName()

Answer: c

What is the purpose of the innerHTML property in JavaScript? a) To get the text content of an element b) To set the text content of an element c) To get the HTML content of an element d) To set the HTML content of an element

Answer: d

What is the purpose of the appendChild method in JavaScript? a) To add a new element to the DOM b) To remove an element from the DOM c) To change the style of an element d) To add a new attribute to an element

Answer: a

Which of the following is NOT a valid way to create a new element in JavaScript? a) document.createElement() b) document.createTextNode() c) document.createHTML() d) document.createAttribute()

Answer: c

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What is the purpose of the "getAttribute" method in JavaScript? a) To get the value of an attribute b) To set the value of an attribute c) To add a new attribute to an element d) To remove an attribute from an element

Answer: a

Which of the following is NOT a valid way to remove an element from the DOM in JavaScript? a) element.remove() b) element.parentNode.removeChild(element) c) document.removeChild(element) d) element.delete()

Answer: d

What is the purpose of the "querySelectorAll" method in JavaScript? a) To select the first element that matches a CSS selector b) To select all elements that match a CSS selector c) To select the parent element of an element d) To select the child elements of an element

Answer: b

What is the purpose of the "classList" property in JavaScript? a) To get a list of all classes on an element b) To add a new class to an element c) To remove a class from an element d) All of the above

Answer: d

Which of the following is NOT a valid way to add a CSS class to an element in JavaScript? a) element.className = "new-class"; b) element.classList.add("new-class"); c) element.setAttribute("class", "new-class"); d) element.addClass("new-class");

Answer: d

What is the purpose of the "setTimeout" method in JavaScript? a) To execute a function after a specified amount of time b) To start a function c) To stop a function d) To get the current time

Answer: a

What is the purpose of the "setInterval" method in JavaScript? a) To execute a function repeatedly at a specified interval b) To start a function c) To stop a function d) To get the current time

Answer: a

What is the purpose of the "clearTimeout" method in JavaScript? a) To stop a function scheduled with setTimeout b) To start a function c) To execute a function after a specified amount of time d) To get the current time

Answer: a

What is the purpose of the clearInterval method in JavaScript? a) To stop a function scheduled with setInterval b) To start a function c) To execute a function repeatedly at a specified interval d) To get the current time

Answer: a

What is the purpose of the "JSON.stringify" method in JavaScript? a) To convert a JavaScript object to a JSON string b) To convert a JSON string to a JavaScript object c) To create a new object from an existing object d) To create a new string from an existing string

Answer: a

What is the purpose of the "JSON.parse" method in JavaScript? a) To convert a JSON string to a JavaScript object b) To convert a JavaScript object to a JSON string c) To create a new object from an existing object d) To create a new string from an existing string

Answer: a

Which of the following is NOT a valid way to declare a variable in JavaScript? a) var x = 10; b) let y = 20; c) const z = 30; d) int w = 40;

Answer: d

What is the purpose of the "try...catch" statement in JavaScript? a) To handle errors that may occur in a block of code b) To stop the execution of a block of code c) To execute a block of code repeatedly d) To define a function in JavaScript

Answer: a

What is the purpose of the "throw" statement in JavaScript? a) To manually generate an error b) To stop the execution of a block of code c) To execute a block of code repeatedly d) To define a function in JavaScript

Answer: a

Which of the following is NOT a valid JavaScript data type? a) Number b) String c) Boolean d) Character

Answer: d

What is the purpose of the "Math.random" method in JavaScript? a) To generate a random number between 0 and 1 b) To generate a random number between 1 and 10 c) To generate a random number between a specified range d) To round a number to the nearest integer

Answer: a

What is the purpose of the "Math.floor" method in JavaScript? a) To round a number to the nearest integer b) To round a number up to the nearest integer c) To round a number down to the nearest integer d) To generate a random number between a specified range

Answer: c

What is the purpose of the "Math.ceil" method in JavaScript? a) To round a number to the nearest integer b) To round a number up to the nearest integer c) To round a number down to the nearest integer d) To generate a random number between a specified range

Answer: b

What is the purpose of the "Math.round" method in JavaScript? a) To round a number to the nearest integer b) To round a number up to the nearest integer c) To round a number down to the nearest integer d) To generate a random number between a specified range

Answer: a

What is the purpose of the "slice" method in JavaScript? a) To remove elements from an array b) To add elements to an array c) To create a new array from a portion of an existing array d) To join two or more arrays together

Answer: c

What is the purpose of the "splice" method in JavaScript? a) To remove elements from an array b) To add elements to an array c) To create a new array from a portion of an existing array d) To join two or more arrays together

Answer: a

What is the purpose of the "concat" method in JavaScript? a) To remove elements from an array b) To add elements to an array c) To create a new array from a portion of an existing array d) To join two or more arrays together

Answer: d

What is the purpose of the "join" method in JavaScript? a) To remove elements from an array b) To add elements to an array c) To create a new array from a portion of an existing array d) To join the elements of an array together into a string

Answer: d

What is the purpose of the "map" method in JavaScript? a) To iterate over the elements of an array and modify them b) To remove elements from an array c) To create a new array from a portion of an existing array d) To join the elements of an array together into a string

Answer: a

What is the purpose of the "filter" method in JavaScript? a) To remove elements from an array based on a condition b) To add elements to an array c) To create a new array from a portion of an existing array d) To join the elements of an array together into a string

Answer: a

What is the purpose of the "reduce" method in JavaScript? a) To combine the elements of an array into a single value b) To remove elements from an array c) To create a new array from a portion of an existing array d) To join the elements of an array together into a string

Answer: a

What is the difference between "undefined" and "null" in JavaScript? a) There is no difference, they both represent an empty value b) "Undefined" represents a variable that has not been assigned a value, while "null" represents a variable that has been explicitly set to an empty value c) "Undefined" represents a function that has not been defined, while "null" represents a function that has been explicitly set to an empty value d) "Undefined" represents a string that has not been defined, while "null" represents a string that has been explicitly set to an empty value

Answer: b

What is the purpose of the "typeof" operator in JavaScript? a) To determine the type of a variable or expression b) To assign a value to a variable c) To compare two values for equality d) To execute a block of code repeatedly

Answer: a

What is the difference between "==" and "===" in JavaScript? a) There is no difference, they both compare two values for equality b) "==" compares two values for equality, while "===" compares two values for strict equality c) "==" compares two values for strict equality, while "===" compares two values for equality d) "==" is used for assignment, while "===" is used for comparison

Answer: b

What is the purpose of the "instanceof" operator in JavaScript? a) To determine if a variable is of a certain data type b) To assign a value to a variable c) To compare two values for equality d) To determine if an object is an instance of a particular class

Answer: d

What is the difference between a "for" loop and a "while" loop in JavaScript? a) There is no difference, they both are used to iterate over a block of code b) A "for" loop is used when you know the number of iterations in advance, while a "while" loop is used when the number of iterations is not known in advance c) A "while" loop is used when you know the number of iterations in advance, while a "for" loop is used when the number of iterations is not known in advance d) A "for" loop can only iterate over arrays, while a "while" loop can iterate over any data type

Answer: b

What is the purpose of the "continue" statement in a loop in JavaScript? a) To stop the execution of the loop b) To skip the current iteration of the loop and continue with the next iteration c) To restart the loop from the beginning d) To exit the loop completely

Answer: b

What is the difference between a function declaration and a function expression in JavaScript? a) There is no difference, they both define a function b) A function declaration is hoisted to the top of the code block, while a function expression is not c) A function declaration can be used before it is declared, while a function expression cannot d) A function expression is used to create an object, while a function declaration is not

Answer: b

What is a closure in JavaScript? a) A closure is a way of hiding the implementation details of a function b) A closure is a way of creating private variables and methods in JavaScript c) A closure is a way of sharing variables between functions d) A closure is a way of combining two or more functions into a single function

Answer: b

What is the difference between a synchronous and asynchronous function in JavaScript? a) There is no difference, they both execute the same way b) A synchronous function executes in a single thread, while an asynchronous function can execute in multiple threads c) A synchronous function blocks the execution of the program until it completes, while an asynchronous function does not d) A synchronous function is faster than an asynchronous function

Answer: c

What is the difference between a callback function and a promise in JavaScript? a) There is no difference, they both are used for asynchronous programming b) A callback function is used to handle the result of an asynchronous operation, while a promise is used to represent the result of an asynchronous operation c) A callback function is used for error handling, while a promise is used for success handling d) A callback function is faster than a promise

Answer: b

What is the purpose of the "async" and "await" keywords in JavaScript? a) To make a function asynchronous b) To make a function synchronous c) To make a function run faster d) To make a function run slower

Answer: a

What is the difference between the "let" and "var" keywords in JavaScript? a) There is no difference, they both declare a variable b) "let" declares a block-scoped variable, while "var" declares a function-scoped variable c) "var" declares a block-scoped variable, while "let" declares a function-scoped variable d) "let" is used for constants, while "var" is used for variables

Answer: b

What is the purpose of the "const" keyword in JavaScript? a) To declare a variable that cannot be changed b) To declare a variable that can only be changed once c) To declare a variable that is always null d) To declare a variable that is always true

Answer: a

What is the purpose of the "try...catch" statement in JavaScript? a) To handle errors in a program b) To execute a block of code repeatedly c) To compare two values for equality d) To declare a variable

Answer: a

What is the difference between an arrow function and a regular function in JavaScript? a) There is no difference, they both define a function b) An arrow function is shorter to write than a regular function c) An arrow function has a different way of handling "this" than a regular function d) An arrow function cannot take any arguments

Answer: c