**JavaScript**

**Chapter-1**

1. **What is JavaScript?**

Ans: - JavaScript is a cross-platform, object-oriented scripting language. It is a small and lightweight language.

JavaScript is the “engine” that makes thing move on a page; by working with dynamic design elements.

1. **Why we use JavaScript?**

Ans: - We use JavaScript to introduce dynamic interactivity into pages.

1. **What type of language JavaScript is?**

Ans: - JavaScript is as interpreted language.

1. **What is interpreted language?**

Ans: - An interpreted language is a programming language for which most of its implementations execute instructions directly, without previously compiling a program into machine-language instructions

1. **What is function in JavaScript?**

Ans: - In JavaScript, function is a block of code designed to perform a particular task. JavaScript functions are defined with the function keyword.

1. **What is alart() in JavaScript?**

Ans: - alart() is a built in function in JavaScript. This function sends a message to the page.

1. **How many types of functions we use in JavaScript?**

Ans: - There are two types of function we used in JavaScript. They are built in function and user-defined function

1. **What is user defined function?**

Ans: - The function that programmer writes and uses in his own page is called user defined function.

1. **What is prompt() in JavaScript?**

Ans: - prompt() is a built in function in JavaScript, that can takes two argument.

1. **What is argument in JavaScript?**

Ans:- The arguments are the value received by an function and the value works sa a local variable in the function.

1. **What is Parameters?**

Ans: - The parameters are the aliases for the values that will be passed to the function.

1. What is the main difference between "arguments" and "parameters" in JavaScript?

Ans: - The parameters are the aliases for the values that will be passed to the function. The arguments are the actual values by received a function.

*var foo = function( a, b, c ) {}; // a, b, and c are the parameters*

*foo( 1, 2, 3 ); // 1, 2, and 3 are the arguments*

**MCQ**