Question **1**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

What is the value of x at the end of the following for loop?

let x = 10;

for (let i = 0; i < 5; i++) {

if (i < 2) {

x += 3;

} else if (i === 2) {

continue;

} else {

x -= 1;

}

}

Select one:



a.

14



b.

16



c.

13



d.

15



e.

17

Feedback

Your answer is correct.

The correct answer is: 14

Question **2**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is the correct way to set an interval timer to repeat every 10 seconds to call the following function?

function revertBodyBackground() {

document.body.style.background = white;

}

Select one:



a.

let timer = setInterval(revertBodyBackground, 1000);



b.

let timer = setInterval(revertBodyBackground, 10000);



c.

let timer = setInterval(revertBodyBackground, 10);



d.

let timer = setInterval(revertBodyBackground(), 10000);



e.

let timer = setInterval(revertBodyBackground(), 1000);

Feedback

Your answer is correct.

The correct answer is: let timer = setInterval(revertBodyBackground, 10000);

Question **3**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

The .slice() method can be used on both strings and arrays.

Select one:

True

False

Feedback

Correct. You can use the slice method to "slice" a part of a string, as well as a part of an array.

The correct answer is 'True'.

Question **4**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following code will show a **single image** in the browser? All the code shown below has no bugs and runs successfully. Assume the image "cat.png" is in the same directory as the file that this code is in. For this question, there is more than one correct answer.

Select one or more:



a.

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

document.body.removeChild(document.body.firstElementChild);

}

</script>

</body>

</html>



b.

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

const theImg = document.getElementsByTagName('img')[0];

document.body.appendChild(theImg.cloneNode());

document.body.appendChild(theImg.cloneNode());

document.body.removeChild(document.body.lastElementChild);

}

</script>

</body>

</html>



c.

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" id="cat" alt="A cat" />

<script>

function doSomething() {

const theImg = document.getElementById('cat');

document.body.appendChild(theImg.cloneNode());

}

</script>

</body>



d.

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

const theImg = document.getElementsByTagName('img')[0];

document.body.appendChild(theImg.cloneNode(true));

document.body.removeChild(document.body.lastElementChild);

}

</script>

</body>

</html>

**Correct.**  
This JavaScript code clones the image and appends the clone to the body. At this point, there are two images in the body. Then, the code removes the last element node (the cloned img) from the body. Hence, the original image is still in the body, and a single image is shown in the browser.



e.

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

const theImg = document.querySelector('img');

document.body.appendChild(theImg.cloneNode());

document.body.removeChild(document.body.firstElementChild);

}

</script>

</body>

</html>

**Correct.**  
This JavaScript code clones the image and appends the clone to the body. At this point, there are two images in the body. Then, the code removes the first element node (the original img) from the body. Hence, the cloned image is still in the body, and a single image is shown in the browser.



f.

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<script>

function doSomething() {

const theImg = document.createElement('img');

theImg.src = 'cat.png';

document.body.appendChild(theImg);

}

</script>

</body>

</html>

**Correct**.   
This JavaScript code creates an image element, sets its src, then appends it to the body. As a result, a single image is shown in the browser.

Feedback

Your answer is correct.

The correct answers are:

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

const theImg = document.getElementsByTagName('img')[0];

document.body.appendChild(theImg.cloneNode(true));

document.body.removeChild(document.body.lastElementChild);

}

</script>

</body>

</html>

,

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<script>

function doSomething() {

const theImg = document.createElement('img');

theImg.src = 'cat.png';

document.body.appendChild(theImg);

}

</script>

</body>

</html>

,

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<img src="cat.png" alt="A cat" />

<script>

function doSomething() {

const theImg = document.querySelector('img');

document.body.appendChild(theImg.cloneNode());

document.body.removeChild(document.body.firstElementChild);

}

</script>

</body>

</html>

Question **5**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

How many cat images will you see if you open a file that contains the following code in a browser? Assume that the image **cat.png** is in the same directory as the file, and there are no bugs in the code.

<!DOCTYPE html>

<html lang="en">

<body onload="doSomething()">

<script>

function doSomething() {

const theImg = document.createElement('img');

theImg.src = 'cat.png';

document.body.appendChild(theImg);

for (let i = 0; i < 10; i++) {

if (i === 5) continue;

if (i > 6) {

document.body.removeChild(document.body.lastElementChild);

}

else {

const newImg = theImg.cloneNode();

document.body.appendChild(newImg);

}

}

}

</script>

</body>

</html>

Select one:



a.

4



b.

5



c.

3

Incorrect.



d.

6



e.

7

Feedback

Your answer is incorrect.

The correct answer is: 4

Question **6**

Partially correct

Mark 0.50 out of 1.00

Flag question

Question text

Starting with the following array:

const array = [0, 4, 5, 15, 9, 6, 13, 100];

Let's say you wish to slice from it an array containing these values, into a new variable named newArray:

[15, 9, 6, 13]

Which of the slice operations below will accomplish this? There are two correct answers.

Select one or more:



a.

let newArray = array.slice(3, 7);

Correct!



b.

let newArray = array.slice(3, 4);



c.

let newArray = array.slice(3, -1);



d.

let newArray = array.slice(4, 6);



e.

let newArray = array.slice(4, 4);



f.

let newArray = array.slice(4, 7);

Feedback

Your answer is partially correct.

You have correctly selected 1.

The correct answers are: let newArray = array.slice(3, 7);, let newArray = array.slice(3, -1);

Question **7**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

True or false: In the following code, the first child node of the **table** element is the **tr** element:

<table>

<tr>

<td>1</td>

<td>2</td>

</tr>

</table>

Select one:

True

False

Feedback

Correct. The first child node of the table element in the given code is a whitespace text node, due to the newline and tab that follows <table>.

The correct answer is 'False'.

Question **8**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Given this function:

function askAge() {

age = prompt('What is your age?');

}

Assume you have already located a button element node and placed it in a variable named myBtn correctly.

Which of the following is the correct way to use addEventListener to cause the above function to be called when the button myBtn is clicked?

Select one:



a.

myBtn.addEventListener('onclick', askAge());



b.

myBtn.addEventListener('click', askAge());



c.

myBtn.addEventListener(onclick, askAge);



d.

myBtn.addEventListener(askAge, 'click');



e.

myBtn.addEventListener(click, askAge());



f.

myBtn.addEventListener(click, askAge);



g.

myBtn.addEventListener(askAge, 'onclick');



h.

myBtn.addEventListener('click', askAge);

Correct! The event name should not include the **on** prefix and should be inside quotes, and the function name should not include the argument list.

Feedback

Your answer is correct.

The correct answer is: myBtn.addEventListener('click', askAge);

Question **9**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Match the following methods to their purpose.

|  |  |
| --- | --- |
| .length | Answer 1 |
| .slice() | Answer 2 |
| .split() | Answer 3 |
| .join() | Answer 4 |
| .splice() | Answer 5 |

Feedback

Your answer is correct.

The correct answer is: .length → gives the number of items in an array or characters in a string, .slice() → copy a part of a string or array and return it into a new string or array, .split() → creates an array from a string, .join() → creates a string from an array, .splice() → insert, replace, or remove items from an array

Question **10**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following array methods **change** the original array upon which they are used? Multiple answers are correct.

Select one or more:



a.

concat()



b.

splice()

Correct



c.

slice()



d.

sort()

Correct.



e.

reverse()

Correct.

Feedback

Your answer is correct.

The correct answers are: sort(), reverse(), splice()