Practice Questions on DOM

2 questions

Submit Quiz

1.

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



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

var theImg = document.getElementsByTagName("img")[0];

theBody.appendChild(theImg.cloneNode(true));

}

</script>

</head>

<body id="theBody" onload="do\_something()"><img src="cat.png"></body>

</html>



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

theBody.removeChild(theBody.firstChild);

}

</script>

</head>

<body id="theBody" onload="do\_something()"><img src="cat.png"></body>

</html>



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

var theImg = document.getElementsByTagName("img")[0];

theBody.appendChild(theImg.cloneNode(true));

theBody.removeChild(theBody.lastChild);

}

</script>

</head>

<body id="theBody" onload="do\_something()"><img src="cat.png"></body>

</html>



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

var theImg = document.getElementsByTagName("img")[0];

theBody.appendChild(theImg.cloneNode(true));

theBody.appendChild(theImg.cloneNode(true));

theBody.removeChild(theBody.lastChild);

}

</script>

</head>

<body id="theBody" onload="do\_something()"><img src="cat.png"></body>

</html>



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

var theImg = document.getElementsByTagName("img")[0];

theBody.appendChild(theImg.cloneNode(true));

theBody.removeChild(theBody.firstChild);

}

</script>

</head>

<body id="theBody" onload="do\_something()"><img src="cat.png"></body>

</html>



<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementById("theBody");

var theImg = document.createElement("img");

theImg.src = "cat.png";

theBody.appendChild(theImg);

}

</script>

</head>

<body id="theBody" onload="do\_something()"></body>

</html>

2.

How many images will you see when you view the following file in a modern browser, after the code has finished? Assume the image "cat.png" is in the same directory as the file.

<!doctype html>

<html>

<head>

<script>

function do\_something() {

var theBody = document.getElementsByTagName("body")[0];

var theImg = document.createElement("img");

theImg.src = "cat.png";

theBody.appendChild(theImg.cloneNode(true));

var count = 0;

for (var i = 0; i < 10; i++, count++) {

if (i == 5) continue;

if (count == 3) {

count = 0;

theBody.removeChild(theBody.lastChild);

} else {

theBody.appendChild(theImg.cloneNode(true));

}

if (i > 7) break;

}

}

</script>

</head>

<body onload="do\_something()"></body>

</html>

Remember that:

* ***break*** stops the loop immediately
* ***continue*** stops the current iteration of the loop and skips to the next iteration immediately
* ***i++*** increases the value of ***i*** by 1, it is equal to ***i = i + 1***

