## Functions

*You are creating a function and write the following code:*

*function hello() {*

*console.log(“Hello world”);*

*}*

*How do you call your function in your code?*

* *hello();*

## Storing data in arrays

*You have the following array:*

*var colors = ["red", "blue", "green", "yellow"];*

*Which one of the following would you use to call “green” from this array?*

* *Colors[2]*

## Introduction to objects

Text

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*You have created a “worker” character for your game and would like to assign it several traits. Which of the following best describes the benefits of creating an object for this purpose? Choose all that apply.*

* *It enables you to use shorter property names.*
* *All properties can be connected to the same object.*

After an object is built, you can still update the object by adding new properties to it. This can also be done with dot notation.

## Math object

The math object is really useful when using some of its built in methods, one of which is the random method. For example, this method allows you to generate a decimal number between 0 and 0.99.

*You have written the following code:*

*var myNum = Math.ceil(2.49);*

*console.log(myNum);*

*When you run this code, what value will be returned? Select the correct answer below:*

* *3*

## A closer look at strings

*In JavaScript an iterable is any datatype that can be iterated over using a for of loop.*

*You have the following variables containing string values:*

*var parting = "Goodbye";*

*var name = "Robin";*

*Which of the following can be used to return both of these values as a combined string? Choose all that apply.*

* *console.log( parting + name );*
* *console.log( parting.concat(name) );*

## Typeof

The type of operator accepts and evaluates a parameter and returns the name of the data type represented as a string. To use it, you can type typeof followed by the parameter enclosed within parentheses.

*In your code, you have a value that is stored as ‘18 > 27’. If you use the typeof operator on this value, which one of these outcomes would the console return?*

* *Boolean*

## Bugs and errors

*Which of the following errors occur when you write a piece of code that JavaScript cannot read?*

* *SyntaxError*

## Try catch blocks

Graphical user interface, text, application

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Using a try and catch block it will prevent the error from stopping the program and allow for the program to run further.

Most common errors:

* ReferenceError
* SyntaxError
* TypeError
* RangeError

*The try catch JavaScript statement can keep a program running even when it encounters an error. True or false?*

* *True*

## Undefined, null and empty values

|  |  |
| --- | --- |
| **Null** | Represents the intentional absence of any object value. |
| **Undefined** | The undefined data type can only hold one value, undefined. You may recall seeing this in your practice code. For example, all functions return undefined by default unless it's been decided to return a specific value instead. |
| **Empty string** | A string without any characters. |

*What is the expected output of the following code?*

*var food;*

*console.log(food);*

* *The console.log will display a value of ‘undefined’.*