

9/21/2019

Review questions for lesson 3: Objects

1. In what sense is an object like a cabinet of files?
2. How are primitives different from objects?
3. Give an example of creating an object using an object literal?
4. What does it mean that object properties can be dynamically created and deleted?
5. What are dot and square bracket notations for objects? Which of these allow for computed properties? Give an example.
6. How can you check for the existence of a property using `===`? Why will that fail if `undefined` is assigned as the value of a property? What do JS programmers normally assign to a variable with no value?
7. How does `for .. in` differ from `for .. of`?
8. What does it mean for an object to be stored and copied by reference? How does that differ from primitives?
9. Are objects always equal if they have the same properties and same values for their properties? Explain.
10. Can `const` variables be changed after assignment? Can `const` objects be changed after assignment?
11. What is garbage collection in JavaScript and what is the concept of “reachability”?
12. What is the mark and sweep algorithm?
13. What is a method? How is it related to a function?
14. Give an example of a method in an object literal using the long syntax and the short syntax.
15. What is ‘this’ in an object? When is it used?
16. What is the value of `this` if called in a function that is not a method?
17. What is a constructor function? How does it relate to an object literal?
18. What does the operator ‘new’ do when called with a constructor function?
19. What happens if you forget to use ‘new’ when calling a constructor function?
20. Why are constructor functions capitalized? What happens if they are not capitalized?