

JS Briefing

Total points 45/50 ?

part- 1

Email *

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✓ What is the correct way to call a string's built-in method? *

5/5

- ☐ toUpperCase('codecademy');
- ☐ 'codecademy'.toUpperCase;
- ☒ 'codecademy'.toUpperCase();
- ☐ toUpperCase('codecademy');



Feedback



Nice work! `.toUpperCase()` is appended to the string to call it.



✓ What is the outcome of this statement? *
`console.log('hi!'.length);`

5/5

- ☒ 3 is printed to the console.
- ☐ 'hi!'.length will be printed to the console.
- ☐ 1 is printed to the console.
- ☐ hi! is printed to the console.



Feedback



Nice work! .length will access the length property of hi! which is 3 characters long.



✓ How would you properly refactor this code block using the ternary operator?

*5/5

```
if (walkSignal === 'Walk') {  
  console.log('You may walk!');  
} else {  
  console.log('Do not walk!');  
}
```

- ☐ walkSignal ? console.log('You may walk!') : console.log('Do not walk!');
- ☐ walkSignal === 'Walk' ? ('You may walk!') : ('Do not walk!');
- ☒ walkSignal === 'Walk' ? console.log('You may walk!') : console.log('Do not walk!'); ✓
- ☐ walkSignal === 'Walk' : console.log('You may walk!') : console.log('Do not walk!');

Feedback



Correct!



✓ What is string interpolation? *

5/5

- ☐ Changing the value of a variable.
- ☒ Using template literals to embed variables into strings. ✓
- ☐ Joining multiple strings together using operators like +
- ☐ Printing a string to the console.

Feedback



Correct! String interpolation is when we insert, or interpolate, variables into strings using template literals.

✓ What is the correct way to call the **random** method on the **Math** global object?

*5/5

- ☐ Math(random)
- ☒ Math.random() ✓
- ☐ random.Math()
- ☐ math.random()

Feedback



Nice work! This is the correct syntax.



✓ If **isHungry** equals **true**, which of the following expressions evaluates to **true**? *5/5

☐ !isHungry === true

☐ !isHungry

☐ isHungry === false

☒ isHungry !== false



Feedback



Correct!



✓ What will the following code print to the console? *

5/5

```
let num = 10;  
num *= 3;  
console.log(num);
```

☐ 'num'

☒ 30

☐ 3

☐ 10



Feedback



*Correct! *= will multiply the num by 3 and then reassign the value of num to that result.*



✓ What will the code block log to the console? *

5/5

```
let runTime = 35;
let runDistance = 3.5;

if (runTime <= 30 && runDistance > 3.5) {
  console.log("You're super fast!");
} else if (runTime >= 30 && runDistance <= 3) {
  console.log("You're not making your pace!");
} else if (runTime > 30 || runDistance > 3) {
  console.log("Nice workout!");
} else {
  console.log("Keep on running!");
}
```

- ☒ Nice workout! ✓
- ☐ You're not making your pace!
- ☐ You're super fast!
- ☐ isHungry !== false

Feedback



Correct!



✖ What will the following code log to the console? *

.../5

```
let needTacos = true;
```

```
if (needTacos) {  
  console.log("Finding tacos");  
} else {  
  console.log("Keep on keeping on!");  
}
```

☒ Keep on keeping on!

✖

☐ Finding tacos

No correct answers



✓ What will the code block log to the console? *

5/5

```
let groceryItem = "apple";

switch (groceryItem) {
  case "tomato":
    console.log("Tomatoes are $0.49");
    break;
  case "lime":
    console.log("Limes are $1.49");
    break;
  case "papaya":
    console.log("Papayas are $1.29");
    break;
  default:
    console.log("Invalid item");
    break;
}
```

- ☐ Tomatoes are \$0.49
- ☐ Papayas are \$1.29
- ☒ Invalid item
- ☐ Limes are \$1.49



Feedback



Correct! Since `groceryItem = "apple"`, it does not match any of the cases, so the default block will run.

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