**1)JavaScript Coding: Write a multiplication function in javascript.**

function mul(num1){

return function(num2){

return function(num3){

return num1\*num2\*num3;

}

}

}

2) **React Coding: Write a countdown clock react component that has a function prop that will format the time it displays (\*you can code in another language if you prefer)**

Please check other files in countdown clock folder for this answer.

**3)Which of the following code snippet append an element *value* at the end of the array, *arr*?**

**a) arr[arr.length+1] = value**

**b) arr[arr.length] = value**

**c) arr[arr.length - 1] = value**

**d) arr = arr + value**

Correct answer to this question is option B. As only arr.length will append an element to the end of an array,arr.length-1 will overwrite the last element of array and arr.length+1 will leave one empty space in an array.

4) **JavaScript: what is the correct way to create a JavaScript array?**

|  |
| --- |
| a) var items = ["Orange", "Apple"];  b) var items = {"Orange", "Apple"};  c) var items = new array("Orange", "Apple");  d) var items[] = {"Orange", "Apple"}; |

Correct answer to this question is option A. As we cannot create array using option B and D. Also, in option C is not the recommended way of creating array(also, first letter of Array should be capital in option C, Which eliminates this option).

5) **JavaScript: What is the output of the following code**

|  |
| --- |
| foo = 1;  (function() {     foo = 2;  })();  var x = function () {    foo = 3;  };  (function() {     var foo = 4;  })();  console.log(foo); |

Output will be 2. Because foo is a global variable and only foo=2 will overwrite the global variable as long as it is not re-declared in that IIFE. Also, x is never been called.