JS Quiz

Total points 15/65 ❓

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Induction Batch *

Enter your Induction program batch number, e.g. B10, B11

B11

✗ **Which function represents closure? ***   0/5

```
1   function Spellname(name) {
2   var greet = "Hi, " + name + "!";
3   var sName = function() {
4   var welc = greet + " Good Morning!";
5   console.log(greet);
6   };
7   return sName;
8   }
9   var Myname = SpellName("Nishi");
10  Myname();  // Hi, Nishi. Good Morning!
```

○ sName

◉ Myname   ✗

○ None of these

○ Spellname

Correct answer

◉ sName

✕   Which of the flg is true? *   0/5

```
// program showing local scope of a variable

let x= "GoodMorning";

function greetings() {
    let y= "People"
    console.log(x + y);
}

greetings();
console.log(x + y); // error
```

○   x & y are both global variables

○   x is a local variable & y is a global variable

○   x & y are both local variables

◉   y is a local variable & x is a global variable   ✕

Correct answer

◉   x is a local variable & y is a global variable

✕   **What is wrong in the code shown in above question** *   ···/5

console.log(x + y). Because 'y' variable is accessible for greetings function only.   ✕

✕   **Give below an example of Hoisting in JS** *   ···/5

No, because hoisting lets you use function even without it is not declared yet in the code.

✗   Give below an example of destructuring *   ···/5

[a, b, ...rest] = [10, 20, 30, 40, 50];

console.log(rest);
// expected output: Array [30,40,50]

✗   let x = [1, 2, 3];   *0/5
                print(...x)
What will be the output

○   2

◉   Invalid Syntax   ✗

○   3

○   1, 2, 3

Correct answer

◉   1, 2, 3

✗   Array.map() updates the array provided in the argument *   0/5

○   Statement is Invalid

◉   Statement is True   ✗

○   Statement is False

Correct answer

◉   Statement is False

✓ console.log(100 === '100'); *   5/5

⦿ False   ✓

◯ True

✓ let day1 = {   squirrel: false,   *5/5
                                              events: ["work", "touched

   tree", "pizza","running"]   };
       console.log(day1.wolf);

◯ false

◯ work

⦿ undefined   ✓

◯ ""

✗ let obj = {x: 0, y: 0, z: 2}   Write   *···/5
   below the command which will give the following output ['x', 'y', 'z']

console.log(Object.keys(obj));   ✗

✓   let kim = "Kim"   kim.age = 88; *5/5
                                  console.log(kim.age);

○ 88

● undefined   ✓

○ "Kim"

○ Error

✗   Print the following output without loops and using a single js function   *···/5
                                    [1, 2, 3, 4, 5]

let arr = []; arr.push(1, 2, 3, 4, 5); console.log(arr);   ✗

✗   Explain your understanding of JS Prototypes in 10-15 words with an   *···/5
    example

All Javascript objects inherit methods and properties using JS Prototypes.
For example: 1. Date objects inherit from Date.prototype.
2. Array objects inherit from Array.prototype.
3. Person objects inherit from Person.prototype.
The Object.prototype is on the top of the prototype inheritance chain:

Date objects, Array objects, and Person objects inherit from Object.prototype.

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