

Question 1:

What are the possible outcomes of `typeof NaN` in JavaScript?

- A) `undefined`
- B) `number`
- C) `object`
- D) `NaN`

****Correct Answers:** B**

Question 2:

Which of the following are valid ways to create an array in JavaScript?

- A) `let arr = new Array(3);`
- B) `let arr = [1, 2, 3];`
- C) `let arr = Array.of(1, 2, 3);`
- D) `let arr = Array(3).fill(0);`

****Correct Answers:** A, B, C, D**

Question 3:

Which of the following are valid ways to declare functions in JavaScript?

- A) `function foo() {}`
- B) `const foo = function() {}`
- C) `let foo = () => {}`
- D) `function* foo() {}`

****Correct Answers:** A, B, C, D**

Question 4:

What can be the output of the following code?

```
``javascript
```

```
console.log(0.1 + 0.2 === 0.3);
```

...

- A) `true`
- B) `false`
- C) `undefined`
- D) `NaN`

****Correct Answers:** B**

Question 5:

Which of the following are falsy values in JavaScript?

- A) `0`
- B) `null`
- C) `undefined`
- D) `NaN`

****Correct Answers:** A, B, C, D**

Question 6:

Which of the following correctly checks if a variable `x` is an array?

- A) `Array.isArray(x)`
- B) `typeof x === 'array'`
- C) `x instanceof Array`
- D) `Object.prototype.toString.call(x) === '[object Array]`

****Correct Answers:** A, C, D**

Question 7:

Which of the following methods will change the original array?

- A) `Array.prototype.map()`
- B) `Array.prototype.filter()`
- C) `Array.prototype.splice()`

- D) `Array.prototype.concat()`

****Correct Answers:** C**

Question 8:

What will be the output of the following code?

```
``javascript
console.log([] + []);
``
```

- A) `[]`

- B) `""`

- C) `undefined`

- D) `null`

****Correct Answers:** B**

Question 9:

Which of the following are valid for loop declarations in JavaScript?

- A) `for (let i = 0; i < 10; i++) {}`

- B) `for (let i in obj) {}`

- C) `for (let i of arr) {}`

- D) `for (;;) {}`

****Correct Answers:** A, B, C, D**

Question 10:

Which of the following operators are used for comparison in JavaScript?

- A) `===`

- B) `!==`

- C) `<=`

- D) `+=`

****Correct Answers:** A, B, C**

Question 11:

What will the following code output?

```
``javascript
let a = 1;
let b = 2;
let c = a++ + ++b;
console.log(c);
``
```

- A) `3`
- B) `4`
- C) `5`
- D) `NaN`

****Correct Answers:** B**

Question 12:

Which of the following are correct ways to prevent adding properties to an object?

- A) `Object.freeze(obj)`
- B) `Object.seal(obj)`
- C) `Object.preventExtensions(obj)`
- D) `Object.defineProperty(obj, 'prop', { writable: false })`

****Correct Answers:** A, B, C**

Question 13:

Which of the following are correct ways to clone an object in JavaScript?

- A) `Object.assign({}, obj)`
- B) `JSON.parse(JSON.stringify(obj))`

- C) `let clone = {...obj};`
- D) `let clone = obj;`

****Correct Answers:**** A, B, C

Question 14:

Which of the following are correct regarding JavaScript closures?

- A) A closure gives you access to an outer function's scope from an inner function.
- B) Closures can be used to create private variables.
- C) Closures are created every time a function is created.
- D) Closures can only be created in ES6 or later.

****Correct Answers:**** A, B, C

Question 15:

What are the possible results of `typeof null` in JavaScript?

- A) `'null'`
- B) `'object'`
- C) `'undefined'`
- D) `'string'`

****Correct Answers:**** B

Question 16:

Which of the following are ways to create objects in JavaScript?

- A) `let obj = {};`
- B) `let obj = new Object();`
- C) `let obj = Object.create(null);`
- D) `let obj = Object.assign({}, anotherObj);`

****Correct Answers:**** A, B, C, D

Question 17:

Which of the following are ways to handle asynchronous operations in JavaScript?

- A) `Callbacks`
- B) `Promises`
- C) `Async/Await`
- D) `SetTimeout`

****Correct Answers:**** A, B, C

Question 18:

What are the possible outputs of `console.log([] == ![])` in JavaScript?

- A) `true`
- B) `false`
- C) `undefined`
- D) `null`

****Correct Answers:**** A

Question 19:

Which of the following are valid ways to define default parameters in functions?

- A) `function foo(x = 10) {}`
- B) `function foo(x) { x = x || 10; }`
- C) `function foo(x) { x = typeof x !== 'undefined' ? x : 10; }`
- D) `function foo(x = x * 2) {}`

****Correct Answers:**** A, B, C

Question 20:

Which of the following are true about JavaScript's `bind()` method?

- A) `bind()` creates a new function.

- B) ``bind()`` changes the ``this`` context of a function.
- C) ``bind()`` immediately calls the function.
- D) ``bind()`` can pass arguments to the new function.

****Correct Answers:**** A, B, D

Question 21:

Which of the following are true about the ``==`` operator in JavaScript?

- A) It checks for strict equality.
- B) It performs type coercion before comparison.
- C) It returns ``true`` for ``null == undefined``.
- D) It always returns a boolean value.

****Correct Answers:**** B, C, D

Question 22:

Which of the following are valid ways to define a string in JavaScript?

- A) ``let str = "Hello";``
- B) ``let str = 'Hello';``
- C) ``let str = `Hello`;``
- D) ``let str = new String("Hello");``

****Correct Answers:**** A, B, C, D

Question 23:

Which of the following methods can be used to add an element to the end of an array?

- A) ``push()``
- B) ``concat()``
- C) ``splice()``
- D) ``unshift()``

****Correct Answers:**** A, B

Question 24:

What are the possible outputs of the following code?

```
``javascript
console.log(1 + "1" - 1);
``
```

- A) `10`
- B) `"11"
- C) `11`
- D) `NaN`

****Correct Answers:** A**

Question 25:

Which of the following are true about `let` and `const` in JavaScript?

- A) They are block-scoped.
- B) Variables declared with `let` can be reassigned.
- C) Variables declared with `const` cannot be redeclared or reassigned.
- D) Hoisting does not apply to `let` and `const`.

****Correct Answers:** A, B, C**

Question 26:

Which of the following are valid ways to iterate over the keys of an object in JavaScript?

- A) `for (let key in obj) {}`
- B) `Object.keys(obj).forEach()`
- C) `for (let key of obj) {}`
- D) `Object.entries(obj).forEach()`

****Correct Answers:** A, B, D**

Question 27:

What will be the output of the following code?

```
``javascript
console.log([1, 2, 3] + [4, 5, 6]);
``
```

- A) `[1, 2, 3, 4, 5, 6]`
- B) `"1,2,34,5,6"`
- C) `1,2,34,5,6`
- D) `undefined`

****Correct Answers:**** B, C

Question 28:

Which of the following are valid ways to define a class in JavaScript?

- A) `class MyClass {}`
- B) `function MyClass() {}`
- C) `const MyClass = class {}`;
- D) `let MyClass = new class {}`;

****Correct Answers:**** A, B, C, D

Question 29:

Which of the following are correct about JavaScript's `this` keyword?

- A) `this` refers to the global object in non-strict mode.
- B) `this` is determined at runtime based on the calling context.
- C) `this` in an arrow function is lexically scoped.
- D) `this` can be set explicitly using `call`, `apply`, or `bind`.

****Correct Answers:**** A, B, C, D

Question 30:

Which of the following are true about `try...catch` in JavaScript?

- A) The `catch` block is executed only if an error occurs.
- B) You can have multiple `catch` blocks for different types of errors.
- C) The `finally` block is always executed regardless of errors.
- D) Errors must be manually thrown using `throw`.

****Correct Answers:**** A, C

Question 31:

Which of the following statements are true about JavaScript modules?

- A) JavaScript modules are imported using the `import` keyword.
- B) Only functions can be exported from a module.
- C) The `export default` keyword is used to export a single value.
- D) Modules are always loaded synchronously.

****Correct Answers:**** A, C

Question 32:

Which of the following are valid ways to convert a string to a number in JavaScript?

- A) `parseInt("123")`
- B) `Number("123")`
- C) `+"123"`
- D) `~~"123"`

****Correct Answers:**** A, B, C, D

Question 33:

Which of the following methods are used to manipulate the DOM in JavaScript?

- A) `getElementById()`
- B) `querySelector()`
- C) `createElement()`

- D) `removeChild()`

****Correct Answers:**** A, B, C, D

Question 34:

What will be the output of the following code?

```
``javascript
console.log(typeof typeof 1);
``
```

- A) ``"number"``
- B) ``"string"``
- C) ``"object"``
- D) ``"undefined"``

****Correct Answers:**** B

Question 35:

Which of the following are correct about the JavaScript `Promise` object?

- A) A `Promise` is in one of three states: pending, fulfilled, or rejected.
- B) `Promise.all()` waits for all promises to resolve or any to reject.
- C) `Promise.race()` resolves as soon as one of the promises resolves.
- D) `Promise.finally()` is always executed after the promise is settled.

****Correct Answers:**** A, B, C, D

Question 36:

Which of the following are valid JavaScript data types?

- A) `Number`
- B) `String`
- C) `Symbol`
- D) `Null`

****Correct Answers:**** A, B, C, D

Question 37:

Which of the following are true about arrow functions in JavaScript?

- A) Arrow functions do not have their own `this`.
- B) Arrow functions cannot be used as constructors.
- C) Arrow functions cannot be used with the `new` keyword.
- D) Arrow functions do not have a `prototype` property.

****Correct Answers:**** A, B, C, D

Question 38:

Which of the following are valid JavaScript string methods?

- A) `toUpperCase()`
- B) `slice()`
- C) `indexOf()`
- D) `replace()`

****Correct Answers:**** A, B, C, D

Question 39:

Which of the following are valid ways to create a number in JavaScript?

- A) `let num = 42;`
- B) `let num = new Number(42);`
- C) `let num = Number("42");`
- D) `let num = +"42";`

****Correct Answers:**** A, B, C, D

Question 40:

What are the possible outputs of `console.log(!"false" == !"true")`?

- A) `true`
- B) `false`
- C) `undefined`
- D) `null`

****Correct Answers:** A**

Question 41:

Which of the following are true about JavaScript's `eval()` function?

- A) `eval()` executes code represented as a string.
- B) `eval()` can introduce security risks if used with untrusted input.
- C) `eval()` can be used to access local variables.
- D) `eval()` is recommended for optimizing performance.

****Correct Answers:** A, B, C**

Question 42:

Which of the following are true about JavaScript's `setTimeout()` method?

- A) `setTimeout()` executes a function after a specified delay.
- B) `setTimeout()` returns an ID that can be used to cancel the timeout.
- C) The delay parameter is optional and defaults to `0`.
- D) The function passed to `setTimeout()` is executed in the global context by default.

****Correct Answers:** A, B, C, D**

Question 43:

Which of the following are correct regarding JavaScript's `forEach()` method?

- A) `forEach()` iterates over array elements.
- B) `forEach()` does not support breaking out of the loop using `break`.
- C) `forEach()` executes a provided function once for each array element.
- D) `forEach()` returns a new array.

****Correct Answers:**** A, B, C

Question 44:

Which of the following are correct about JavaScript's `Object.create()` method?

- A) It creates a new object with the specified prototype.
- B) It allows you to add properties to the new object.
- C) It directly modifies the prototype of an existing object.
- D) It creates a shallow copy of an existing object.

****Correct Answers:**** A, B

Question 45:

What will be the output of the following code?

```
````javascript
console.log("5" - "2");
````
```

- A) ``3``
- B) `""3""`
- C) ``NaN``
- D) ``undefined``

****Correct Answers:**** A

Question 46:

Which of the following are valid ways to convert a number to a string in JavaScript?

- A) ``String(123)``
- B) ``123..toString()``
- C) ``${""} + 123``
- D) ``Number(123).toString()``

****Correct Answers:**** A, B, C, D

Question 47:

Which of the following statements are true about JavaScript's `typeof` operator?

- A) `typeof null` returns `object`.
- B) `typeof function() {}` returns `function`.
- C) `typeof NaN` returns `number`.
- D) `typeof []` returns `array`.

****Correct Answers:**** A, B, C

Question 48:

Which of the following are true about JavaScript objects?

- A) Objects are collections of key-value pairs.
- B) Object keys are always strings or symbols.
- C) Objects can be used as maps in JavaScript.
- D) Objects in JavaScript can have dynamic properties.

****Correct Answers:**** A, B, C, D

Question 49:

Which of the following are true about JavaScript's `Promise` chaining?

- A) Each `.then()` returns a new `Promise`.
- B) Errors in a `.then()` can be caught by a subsequent `.catch()`.
- C) `.finally()` is executed after the promise is settled.
- D) `Promise` chaining is synchronous by default.

****Correct Answers:**** A, B, C

Question 50:

Which of the following are correct about JavaScript's `null` and `undefined`?

- A) `null` is a value that represents the intentional absence of any object value.
- B) `undefined` is a value that indicates a variable has not been assigned a value.
- C) `null == undefined` returns `true`.
- D) `null === undefined` returns `true`.

****Correct Answers:**** A, B, C

Question 51:

Which of the following are valid ways to check if a string contains a substring in JavaScript?

- A) `str.includes("sub")`
- B) `str.indexOf("sub") !== -1`
- C) `str.search("sub") !== -1`
- D) `str.match(/sub/) !== null`

****Correct Answers:**** A, B, D

Question 52:

What will be the output of the following code?

```
````javascript
console.log(+ "");
````
```

- A) `0`
- B) `""`
- C) `NaN`
- D) `undefined`

****Correct Answers:**** A

Question 53:

Which of the following are valid ways to spread elements in JavaScript?

- A) `[...arr]`

- B) `{...obj}`
- C) `function(...args) {}`
- D) `[1, 2, ...[3, 4]]`

****Correct Answers:**** A, B, C, D

Question 54:

Which of the following are true about JavaScript's `JSON.parse()` and `JSON.stringify()` methods?

- A) `JSON.parse()` converts a JSON string into a JavaScript object.
- B) `JSON.stringify()` converts a JavaScript object into a JSON string.
- C) `JSON.parse()` can be used to deep copy an object.
- D) `JSON.stringify()` can handle circular references in an object.

****Correct Answers:**** A, B, C

Question 55:

Which of the following are valid ways to define properties in a JavaScript object?

- A) `obj.prop = value;`
- B) `obj["prop"] = value;`
- C) `Object.defineProperty(obj, "prop", { value: value });`
- D) `Object.assign(obj, { prop: value });`

****Correct Answers:**** A, B, C, D

Question 56:

Which of the following are true about JavaScript's `Symbol` type?

- A) Symbols are unique and immutable.
- B) Symbols can be used as object keys.
- C) Symbols can be created using the `Symbol()` function.
- D) Symbols are iterable by default.

****Correct Answers:** A, B, C**

Question 57:

Which of the following are true about JavaScript's destructuring assignment?

- A) It can be used to extract values from arrays.
- B) It can be used to extract properties from objects.
- C) Default values can be assigned to variables during destructuring.
- D) Destructuring can be used in function parameters.

****Correct Answers:** A, B, C, D**

Question 58:

What will be the output of the following code?

```
``javascript
console.log(0.2 + 0.1 === 0.3);
``
```

- A) `true`
- B) `false`
- C) `undefined`
- D) `NaN`

****Correct Answers:** B**

Question 59:

Which of the following are valid ways to declare an empty object in JavaScript?

- A) `let obj = {}`
- B) `let obj = new Object()`
- C) `let obj = Object.create(null)`
- D) `let obj = Object.assign({})`

****Correct Answers:** A, B, C**

Question 60:

Which of the following are valid ways to iterate over an array in JavaScript?

- A) ``for (let i = 0; i < arr.length; i++) {}``
- B) ``arr.forEach(function(item) {})``
- C) ``for (let item of arr) {}``
- D) ``arr.map(function(item) {})``

****Correct Answers:**** A, B, C, D

Question 61:

Which of the following are valid ways to clone an array in JavaScript?

- A) ``let clone = arr.slice();``
- B) ``let clone = [...arr];``
- C) ``let clone = Array.from(arr);``
- D) ``let clone = Object.assign([], arr);``

****Correct Answers:**** A, B, C, D

Question 62:

Which of the following are true about JavaScript's ``setInterval()`` method?

- A) It repeatedly calls a function with a fixed time delay between each call.
- B) It returns an interval ID that can be used to cancel the interval.
- C) The time delay is optional and defaults to ``1000`` milliseconds.
- D) It stops executing after a certain number of calls by default.

****Correct Answers:**** A, B

Question 63:

What will be the output of the following code?

```
````javascript
console.log([] == false);
```

...

- A) `true`
- B) `false`
- C) `undefined`
- D) `null`

**\*\*Correct Answers:\*\* A**

#### ### Question 64:

Which of the following are valid uses of the JavaScript `instanceof` operator?

- A) `arr instanceof Array`
- B) `str instanceof String`
- C) `obj instanceof Object`
- D) `func instanceof Function`

**\*\*Correct Answers:\*\* A, C, D**

#### ### Question 65:

Which of the following are valid ways to compare two objects in JavaScript?

- A) `JSON.stringify(obj1) === JSON.stringify(obj2)`
- B) `Object.is(obj1, obj2)`
- C) `Object.keys(obj1).length === Object.keys(obj2).length`
- D) `obj1 == obj2`

**\*\*Correct Answers:\*\* A, C**

#### ### Question 66:

Which of the following are true about JavaScript's `Function.prototype.call()` method?

- A) It calls a function with a given `this` value and arguments provided individually.
- B) It allows functions to be called with a specific `this` value.
- C) It is used to invoke the function immediately.

- D) It can be used to borrow methods from other objects.

**\*\*Correct Answers:\*\*** A, B, C, D

### ### Question 67:

Which of the following are true about JavaScript's `Object.freeze()` method?

- A) It prevents new properties from being added to an object.
- B) It prevents existing properties from being modified.
- C) It prevents existing properties from being deleted.
- D) It makes an object immutable.

**\*\*Correct Answers:\*\*** A, B, C, D

### ### Question 68:

Which of the following are valid uses of the `void` operator in JavaScript?

- A) To ignore the return value of an expression.
- B) To return `undefined` from an expression.
- C) To cancel an assignment operation.
- D) To evaluate an expression without returning a value.

**\*\*Correct Answers:\*\*** A, B, D

### ### Question 69:

Which of the following are true about JavaScript's `with` statement?

- A) It extends the scope chain for a statement.
- B) It is generally discouraged due to potential scope confusion.
- C) It can be used to simplify the code by reducing repetition.
- D) It can only be used in non-strict mode.

**\*\*Correct Answers:\*\*** A, B, D

### Question 70:

Which of the following are valid ways to define a generator function in JavaScript?

- A) ``function* gen() {}``
- B) ``const gen = function* () {}`;`
- C) ``let gen = () => * {}`;`
- D) ``let gen = function*() {}`;`

**\*\*Correct Answers:\*\*** A, B, D

### Question 71:

Which of the following are valid uses of the JavaScript ``in`` operator?

- A) To check if a property exists in an object.
- B) To check if an element exists in an array.
- C) To iterate over the properties of an object.
- D) To check if a key exists in a map.

**\*\*Correct Answers:\*\*** A, B

### Question 72:

What will be the output of the following code?

```
````javascript
console.log([] + {});
````
```

- A) `""[object Object]""`
- B) `""{}""`
- C) `""""`
- D) `""[object Object]{}""`

**\*\*Correct Answers:\*\*** A

### Question 73:

Which of the following are valid ways to add an event listener to a DOM element in JavaScript?

- A) `element.addEventListener("click", handler);``
- B) `element.onclick = handler;``
- C) `element.attachEvent("onclick", handler);``
- D) `element.bind("click", handler);``

**\*\*Correct Answers:\*\*** A, B, C

### Question 74:

Which of the following are true about JavaScript's `Array.prototype.reduce()` method?

- A) It executes a reducer function on each element of the array.
- B) It returns a single value that is the result of the reduction.
- C) It can take an initial value as a second argument.
- D) It mutates the original array.

**\*\*Correct Answers:\*\*** A, B, C

### Question 75:

Which of the following are valid ways to set the prototype of an object in JavaScript?

- A) `Object.setPrototypeOf(obj, prototype);``
- B) `obj.__proto__ = prototype;``
- C) `Object.create(prototype);``
- D) `obj.prototype = prototype;``

**\*\*Correct Answers:\*\*** A, B, C

### Question 76:

Which of the following are true about JavaScript's `RegExp` object?

- A) It is used for pattern matching.
- B) It can be created using literal notation or constructor function.
- C) It supports flags like ``g``, ``i``, and ``m``.

- D) It is mutable and its pattern can be changed after creation.

**\*\*Correct Answers:\*\*** A, B, C

### ### Question 77:

Which of the following are valid ways to define an immediately invoked function expression (IIFE) in JavaScript?

- A) ``(function() {}());``
- B) ``(function() {}());``
- C) ``(() => {}());``
- D) ``function() {}();``

**\*\*Correct Answers:\*\*** A, B, C

### ### Question 78:

Which of the following are true about JavaScript's ``arguments`` object?

- A) It is an array-like object.
- B) It is available only inside functions.
- C) It contains all the arguments passed to the function.
- D) It supports array methods like ``map()`` and ``filter()``.

**\*\*Correct Answers:\*\*** A, B, C

### ### Question 79:

What will be the output of the following code?

```
``javascript
console.log(null + 1);
...`
```

- A) ``1``
- B) ``null1``
- C) ``NaN``



- D) `""1""`

**\*\*Correct Answers:\*\* A**

### ### Question 80:

Which of the following are true about JavaScript's `Reflect` API?

- A) It provides methods for interceptable JavaScript operations.
- B) It is designed to complement the `Proxy` object.
- C) It can be used to perform the same tasks as `Object` methods like `Object.defineProperty()`.
- D) It includes methods that are functionally equivalent to the corresponding `Object` methods.

**\*\*Correct Answers:\*\* A, B, C, D**

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### ### Question 81:

Which of the following are valid uses of JavaScript's `Proxy` object?

- A) Intercepting and customizing operations on objects.
- B) Validating property assignments.
- C) Creating virtualized objects with custom behavior.
- D) Automatically logging all method calls on an object.

**\*\*Correct Answers:\*\* A, B, C, D**

### ### Question 82:

Which of the following are true about JavaScript's `WeakMap` object?

- A) It allows for garbage collection of keys when there are no other references to them.
- B) Keys must be objects, not primitive values.
- C) It provides methods such as `get`, `set`, and `delete`.
- D) It can iterate over its keys and values.

**\*\*Correct Answers:\*\* A, B, C**

### ### Question 83:

Which of the following are true about JavaScript's `Set` object?

- A) It stores unique values of any type.
- B) It maintains the insertion order of elements.
- C) It provides methods such as `add`, `delete`, and `has`.
- D) It allows duplicate elements.

**\*\*Correct Answers:\*\*** A, B, C

### Question 84:

What will be the output of the following code?

```
``javascript
console.log(typeof NaN);
``
```

- A) ``"undefined"``
- B) ``"number"``
- C) ``"object"``
- D) ``"NaN"``

**\*\*Correct Answers:\*\*** B

### Question 85:

Which of the following are valid ways to create an asynchronous function in JavaScript?

- A) Using the `async` keyword before a function.
- B) Returning a `Promise` from a function.
- C) Using `setTimeout()` to simulate asynchronous behavior.
- D) Using `fetch()` to make network requests.

**\*\*Correct Answers:\*\*** A, B

### Question 86:

Which of the following are true about JavaScript's `Intl` object?

- A) It is used for internationalization and localization.
- B) It provides `DateTimeFormat` for formatting dates.
- C) It provides `NumberFormat` for formatting numbers.
- D) It supports currency and language-specific formatting.

**\*\*Correct Answers:\*\*** A, B, C, D

#### ### Question 87:

Which of the following are true about JavaScript's `async/await` syntax?

- A) `await` can only be used inside an `async` function.
- B) `async` functions always return a `Promise`.
- C) `await` pauses the execution of the function until the `Promise` is resolved.
- D) `async/await` is syntactic sugar over `Promises`.

**\*\*Correct Answers:\*\*** A, B, C, D

#### ### Question 88:

Which of the following are valid uses of JavaScript's `Object.defineProperty()` method?

- A) To create a new property on an object.
- B) To make a property non-enumerable.
- C) To make a property non-configurable.
- D) To set getters and setters for a property.

**\*\*Correct Answers:\*\*** A, B, C, D

#### ### Question 89:

Which of the following are true about JavaScript's `Symbol.iterator`?

- A) It is a well-known symbol used to define iteration behavior.
- B) It allows objects to be iterable.
- C) It can be used with `for...of` loops.
- D) It is mandatory for all objects.

**\*\*Correct Answers:\*\*** A, B, C

### Question 90:

Which of the following are true about JavaScript's `Map` object?

- A) It allows keys of any type.
- B) It maintains the insertion order of its keys.
- C) It provides methods such as `get`, `set`, and `delete`.
- D) It allows duplicate keys.

**\*\*Correct Answers:\*\*** A, B, C

### Question 91:

What will be the output of the following code?

```
````javascript
console.log("5" + 2);
````
```

- A) `"52"`
- B) `7`
- C) `NaN`
- D) `"7"`

**\*\*Correct Answers:\*\*** A

### Question 92:

Which of the following are true about JavaScript's `JSON.stringify()` method?

- A) It converts a JavaScript object to a JSON string.
- B) It can filter properties during the stringification process.
- C) It can format the JSON string with indentation.
- D) It automatically handles circular references.

**\*\*Correct Answers:\*\* A, B, C**

**### Question 93:**

Which of the following are true about JavaScript's `Object.entries()` method?

- A) It returns an array of key-value pairs from an object.
- B) It returns an array of arrays.
- C) The order of key-value pairs matches the order of properties in the object.
- D) It works on both objects and arrays.

**\*\*Correct Answers:\*\* A, B, C**

**### Question 94:**

Which of the following are valid JavaScript object methods?

- A) `Object.assign()`
- B) `Object.freeze()`
- C) `Object.seal()`
- D) `Object.create()`

**\*\*Correct Answers:\*\* A, B, C, D**

**### Question 95:**

What will be the output of the following code?

```
````javascript
console.log(true + false);
````
```

- A) `1`
- B) `0`
- C) `truefalse`
- D) `NaN`

**\*\*Correct Answers:\*\* A**

### Question 96:

Which of the following are true about JavaScript's `Error` object?

- A) It is used to represent runtime errors.
- B) It has properties like `name` and `message`.
- C) It can be thrown using the `throw` statement.
- D) It automatically terminates script execution.

**\*\*Correct Answers:\*\*** A, B, C

### Question 97:

Which of the following are true about JavaScript's `Function.prototype.apply()` method?

- A) It calls a function with a given `this` value.
- B) It takes arguments as an array.
- C) It is similar to `Function.prototype.call()` but takes arguments differently.
- D) It can be used to spread an array of arguments into a function.

**\*\*Correct Answers:\*\*** A, B, C, D

### Question 98:

Which of the following are valid ways to include JavaScript in an HTML document?

- A) Using the `

- B) It returns a single promise that resolves when all the promises resolve.
- C) If any promise rejects, it immediately rejects with that reason.
- D) It always resolves with an array of results.

**\*\*Correct Answers:\*\*** A, B, C

### Question 100:

Which of the following are true about JavaScript's `typeof` operator?

- A) `typeof []` returns `"object"`.
- B) `typeof null` returns `"object"`.
- C) `typeof function() {}` returns `"function"`.
- D) `typeof NaN` returns `"number"`.

**\*\*Correct Answers:\*\*** A, B, C, D