1. Which type of JavaScript language is \_\_\_
2. Object-Oriented
3. Object-Based
4. Assembly-language
5. High-level

**1.object oriented**

1. Which of the following is the correct output for the following JavaScript code:
2. varx=5,y=1
3. var obj ={ x:10}
4. with(obj)
5. {
6. alert(y)
7. }
8. 1
9. Error
10. 10
11. 5

**error**

1. Which one of the following also known as Conditional Expression:
2. Alternative to if-else
3. Switch statement
4. If-then-else statement
5. immediate if

**all of the above**

1. Among the following given JavaScript snipped codes, which is more efficient:
2. Code A
3. for(var number=10;number**>**=1;number--)
4. {
5. document.writeln(number);
6. }
7. Code B
8. var number=10;
9. while(number**>**=1)
10. {
11. document.writeln(number);
12. number++;
13. }
14. Code 1
15. Code 2
16. Both Code 1 and Code 2
17. Cannot Compare

**CODE A IS MORE EFFICIENT**

1. In JavaScript, what is a block of statement?
2. Conditional block
3. block that combines a number of statements into a single compound statement
4. both conditional block and a single statement
5. block that contains a single statement

**BLOCK THAT COMBINES NUMBER OF STATEMENTS INTO A SINGLE COMPOUND STATEMENT**

1. When interpreter encounters an empty statements, what it will do:
2. Shows a warning
3. Prompts to complete the statement
4. Throws an error
5. Ignores the statements

**IGNORES THE STATEMENT**

1. The "function" and " var" are known as:
2. Keywords
3. Data types
4. Declaration statements
5. Prototypes

**KEY WORDS**

1. In the following given syntax of the switch statement, the Expression is compared with the labels using which one of the following operators?
2. switch(expression)
3. {
4. statements
5. }
6. ===
7. equals
8. ==
9. equals

**EQUAL TO**

1. What will happen, if the following JavaScript code is executed?
2. var count =0;
3. while (count **<10**)
4. {
5. console.log(count);
6. count++;
7. }
8. An error is displayed
9. An exception is thrown
10. The values of count variable are logged or stored in a particular location or storage
11. The value of count from 0 to 9 is displayed in the console

**VALUES FROM 0 TO 9 IS DISPLAYED IN CONSOLE**

1. Which of the following is the correct output for the following JavaScript code:
2. Int x=8;
3. if(x**>**9)
4. {
5. document.write(9);
6. }
7. else
8. {
9. document.write(x);
10. }
11. 9
12. 0
13. 8
14. Undefined

**8**

1. Which of the following is the correct output for the following JavaScript code:
2. var grade='C';
3. var result;
4. switch(grade)
5. {
6. case'A':
7. {
8. result+="10";
9. break;
10. }
11. case'B':
12. {
13. result+=" 9";
14. break;
15. }
16. case'C':
17. {
18. result+=" 8";
19. break;
20. }
21. default:
22. result+=" 0";
23. }
24. document.write(result);
25. 10
26. 9
27. 8
28. 0

**RESULT=RESULT+8**

1. Which of the following is the correct output for the following JavaScript code:
2. var grade='D';
3. var result;
4. switch(grade)
5. {
6. case'A':
7. result+="10";
8. case'B':
9. result+=" 9";
10. case'C':
11. result+=" 8";
12. case 'D'
13. result+=" 6";
14. default:
15. result+=" 0";
16. }
17. document.write(result);
18. 10
19. 6
20. 33
21. 0

**6**

1. Which of the following is the correct output for the following JavaScript code:
2. var x=3;
3. var y=2;
4. var z=0;
5. If(x==y)
6. document.write(x);
7. elseif(x==y)
8. document.write(x);
9. else
10. document.write(z);
11. 3
12. 0
13. Error
14. 2

**0**

1. Which of the following is the correct output for the following JavaScript code:
2. var grade='Z';
3. var result;
4. switch(grade)
5. {
6. case'A':
7. result+="10";
8. case'B':
9. result+=" 9";
10. case'C':
11. result+=" 8";
12. default:
13. result+=" 0";
14. }
15. document.write(result);
16. 10
17. 17
18. 18
19. 0

**0**

1. II. This set of questions focuses on the variables in JavaScript
2. Which of the following variables takes precedence over the others if the names are the same?
3. Global variable
4. The local element
5. The two of the above
6. None of the above

**GLOBAL VARIABLE**

1. Which one of the following is the correct way for calling the JavaScript code?
2. Preprocessor
3. Triggering Event
4. RMI
5. Function/Method

**FUNCTION OR METHOD**

1. Which of the following type of a variable is volatile?
2. Mutable variable
3. Dynamic variable
4. Volatile variable
5. Immutable variable
6. Show Answer Workspace

**MUTABLE VARIABLE**

1. Which of the following option is used as hexadecimal literal beginning?
2. 00
3. 0x
4. 0X
5. Both 0x and 0X

**00**

1. When there is an indefinite or an infinite value during an arithmetic computation in a program, then JavaScript prints\_\_\_\_\_\_.
2. Prints an exception error
3. Prints an overflow error
4. Displays "Infinity"
5. Prints the value as such

**INFINITY**

1. In the JavaScript, which one of the following is not considered as an error:
2. Syntax error
3. Missing of semicolons
4. Division by zero
5. Missing of Bracket

**DIVISION BY ZERO**

1. Which of the following given functions of the Number Object formats a number with a different number of digits to the right of the decimal?
2. toExponential()
3. toFixed()
4. toPrecision()
5. toLocaleString()

**TOFIXED()**

1. Which of the following number object function returns the value of the number?
2. toString()
3. valueOf()
4. toLocaleString()
5. toPrecision()

**VALUEOF()**

1. Which of the following function of the String object returns the character in the string starting at the specified position via the specified number of characters?
2. slice()
3. split()
4. substr()
5. search()

**SUBSTR()**

1. In JavaScript the x===y statement implies that:
2. Both x and y are equal in value, type and reference address as well.
3. Both are x and y are equal in value only.
4. Both are equal in the value and data type.
5. Both are not same at all.

**Both are equal in the value and data type.**

1. Choose the correct snippet from the following to check if the variable "a" is not equal the "NULL":
2. if(a!==null)
3. if (a!)
4. if(a!null)
5. if(a!=null)

**IF(A!=NULL)**

1. Suppose we have a text "human" that we want to convert into string without using the "new" operator. Which is the correct way from the following to do so:
2. toString()
3. String(human)
4. String newvariable="human"
5. Both human.toString() and String(human)

**Both human.toString() and String(human)**

1. See the given code of JavaScript and choose the correct output from the following:
2. functioncomparing()
3. {
4. intx=9;
5. chary=9;
6. if(x==y)
7. returntrue;
8. else
9. returnfalse;
10. }
11. compilation error
12. false
13. runtime error
14. true

**TRUE**

1. What will be the output of the following JavaScript code?
2. functioncomparison()
3. {
4. int number=10;
5. if(number==="10")
6. returntrue;
7. else
8. returnfalse;
9. }
10. True
11. false
12. runtime error
13. compilation error

**FALSE**

1. Find out the correct output of the following given piece of code from the given options:
2. functionfun()
3. {
4. int y=10;
5. char z=10;
6. if(y.tostring()===z)
7. returntrue;
8. else
9. returnfalse;
10. }
11. logical error
12. false
13. runtime error
14. true

**TRUE**

1. III. This set of questions focuses on operators and expressions of JavaScript
2. See the given code of JavaScript and choose the correct output from the following:
3. var string1 = "40";
4. varvalueinit=50;
5. alert( string1 +intvalue);
6. 4090
7. 90
8. 4050
9. Exception

**5040**

1. In JavaScript, what will be used for calling the function definition expression:
2. Function prototype
3. Function literal
4. Function calling
5. Function declaration

**FUNCTION CALLING**

1. Which of the following one is the property of the primary expression:
2. Contains only keywords
3. basic expressions containing all necessary functions
4. contains variable references alone
5. stand-alone expressions

**STAND ALONE EXPRESSION**

1. Consider the following snippet of JavaScript code:
2. var text ="testing: 1, 2, 3";// Sample text
3. var pattern =/\d+/g// Matches all instances of one or more digits
4. Which one of the following statement is most suitable to check if the pattern matches with the sting "text".
5. test(text)
6. equals(pattern)
7. test(pattern)
8. text==pattern
9. Which one of the following is used for the calling a function or a method in the JavaScript:
10. Property Access Expression
11. Functional expression
12. Invocation expression
13. Primary expression
14. The "new Point(3,2)", is a kind of \_\_\_\_\_\_\_ expression
15. Object Creation Expression
16. Primary Expression
17. Invocation Expression
18. Constructor Calling Expression
19. Show Answer Workspace

**OBJECT CREATION EXPRESSION**

1. Which one of the following operator is used to check weather a specific property exists or not:
2. Exists
3. exist
4. within
5. in

**exists**

1. Which one of the following is an ternary operator:
2. ?
3. :
4. -
5. +

**:**

1. "An expression that can legally appear on the left side of an assignment expression." is a well known explanation for variables, properties of objects, and elements of arrays. They are called\_\_\_\_\_.
2. Properties
3. Prototypes
4. Definition
5. Lvalue

**Lvalue**

1. Which of the following is the correct output for the following JavaScript code:
2. function display1(option)
3. {
4. return(option ?  "true" :  "false");
5. }
6. bool ans=true;
7. console.log(display1(ans));
8. False
9. True
10. Runtime error
11. Compilation error

**TRUE**

1. Which one of the following is correct output for the following given JavaScript code:
2. var  obj=
3. {
4. length:20,
5. height:35,
6. }
7. if('breadth' in obj === false)
8. {
9. obj.breadth = 12;
10. }
12. console.log(obj.breadth);
13. Error
14. Undefined
15. 12
16. 20

ERROR

1. Which one of the following is correct output for the following given JavaScript code:
2. functionheight()
3. {
4. var  height=123.56;
5. var type =(height**>**=190)?"Taller":"Little short";
6. return type;
7. }
8. 123.56
9. Taller
10. 190
11. Little shorter

**LITTLE SHORT**

1. Which one of the following is correct output for the following given JavaScript code:
2. string  X= "Good";
3. string  Y="Evening";
4. alert(X+Y);
5. Good
6. Evening
7. GooodEvening
8. undefined

**GoodEvening**

1. Which one of the following is correct output for the following given JavaScript code:
2. functionoutputfun(object)
3. {
4. var place=object ?object.place: "Italy";
5. return "clean:"+ place;
6. }
7. console.log(outputfun({place:India}));
8. Error
9. clean:Italy
10. clean:India
11. undefined
12. Which one of the following is correct output for the following given JavaScript code:
13. **<p** id="demo"**></p>**
14. **<script>**
15. functionourFunction()
16. {
17. document.getElementById("demo").innerHTML=Math.abs(-7.25);
18. }
19. **</script>**
20. 7
21. -7.25
22. 25
23. -7

**7**

1. Which one of the following is correct output for the following given JavaScript code:
2. **<p** id="demo"**></p>**
3. **<script>**
4. function Function1()
5. {
6. document.getElementById("demo").innerHTML=Math.cbrt(792);
7. }
8. **</script>**
9. 972
10. 81
11. 9
12. Error

**9**

1. Which one of the following is correct output for the following given JavaScript code
2. **<p** id="demo"**></p>**
3. **<script>**
4. functionmyFunction()
5. {
6. document.getElementById("demo").innerHTML=Math.acos(0.5);
7. }
8. **</script>**
9. 01
10. 4
11. 00
12. 047
13. Show Answer Workspace
14. What we will get if we compare the "one" with "8" using the less than operator ("one"<8)?
15. False
16. True
17. NaN
18. Undefined

**TRUE**

1. Which one of the following is known as the Equality operator, which is used to check whether the two values are equal or not:
2. =
3. ===
4. ==
5. &&

**==**

1. Which one of the following operator returns false if both values are equal?
2. !
3. !==
4. !=
5. All of the above

**ALL OF THE ABOVE**

1. In a case, where the value of the operator is NULL , the typeof returned by the unary operator is\_\_\_.
2. undefined
3. string
4. boolean
5. object

**OBJECT**

1. Check whether the following given statements for the Strictly equal operator are true or false:
   1. If the data type of two values are equal, they are Equal.
   2. If both values are undefined and both are null, they are Equal.
2. False True
3. False False
4. True False
5. True True

**FALSE FALSE**

1. Which one of the following is correct output for the following javascriptcode:
2. var string1 = "Letsfindout";
3. var intvalue = 40;
4. alert( string1 + intvalue );
5. Letsfindout 40
6. 40
7. Letsfindout40
8. Exception

**Letsfindout40**

1. Which one of the following is not a keyword:
2. if
3. with
4. debugger
5. use strict

**DEBUGGER**

1. Which one of the following symbol is used for creating comments in the javascript:
2. \\
3. //
4. \\* \*\
5. \\* \*/

**8**

1. IV. This set of questions focuses on "Loop" statements in JavaScript
2. Which of the following is the correct output for the following JavaScript code:
3. functiondisplayArray(x)
4. {
5. Var len=x.length,i=0;
6. if(len==0)
7. console.log("Empty Array");
8. else
9. {
10. do
11. {
12. console.log(x[i]);
13. } while (++i**<len**);
14. }
15. }
16. Prints the numbers in the array in the reverse order
17. Prints the numbers in the array in specific order
18. Prints "Empty Array"
19. Prints 0 to the length of the array
20. Which one of the given code will be equivalent for the following JavaScript code:
21. for(var p in o)
22. console.log(o[p]);
    1. Code A
23. for (var i = 1;i**<a.length**;i++)
24. console.log(a[i]);
    1. Code B
25. for (var i = 0;i**<a.length**;i++)
26. console.log(a[i]);
27. C) Code C
28. for (int i = 0;i**<a.length**;i++)
29. console.log(a[i]);
    1. Code D
30. for (var i = 0;i**<**= a.length;i++)
31. console.log(a[i]);
32. Show Answer Workspace
33. What are the three important manipulations for a loop on a loop variable?
34. Updation, Incrementation, Initialization
35. Initialization, Testing, Incrementation
36. Testing, Updation, Testing
37. Initialization, Testing, Updation

**INITIALIZATION, TESTING, INCREMENTATION**

1. If the following piece of JavaScript code is executed, will it work if not, what kind of possible error can occur?
2. function fun(o)
3. {
4. for(;o.next; oo =o.next);
5. return o;
6. }
7. Yes, it will work fine
8. No, this will not iterate at all
9. No, it will throw an exception as only numeric's can be used in a for loop
10. No, it will produce a runtime error with the message "Cannot use Linked List"

**No, it will throw an exception as only numeric's can be used in a for loop**

1. What is the role of the "continue" keyword in the following piece of JavaScript code?
2. while (x !=0)
3. {
4. if(x ==1)
5. continue;
6. else
7. x++;
8. }
9. The continue keyword restarts the loop
10. The continue keyword skips the next iteration
11. The "continue" keyword breaks out of the loop
12. It is used for skipping the rest of the statements in that particular iteration

**The continue keyword restarts the loop**

1. Which one of the following is not considered as "statement" in the JavaScript?
2. use strict
3. debugger
4. if
5. with

**debugger**

1. What if we define a "for" loop and it removes one of the properties that has not yet been enumerated?
2. The removed property will be stored in a cache
3. The loop will not run at all
4. That property will be enumerated
5. That specific property will not be enumerated

**The loop will not run at all**

1. Which of the following is the correct response by the interpreter in a jump statement when an exception is thrown?
2. The interpreter will jump to the one of the nearest enclosing exception handler
3. The interpreter will throw another exception
4. The interpreter will stop working
5. The interpreter throws an error
6. Show Answer Workspace
7. Which one of the following is the possibly correct output for the given JavaScript code?
8. functionfun(int length)
9. {
10. int a=5;
11. for(inti=0;i**<length**;i++)
12. {
13. console.log(a);
14. }
15. }
16. fun(2);
17. 5
18. 555
19. 55
20. error

**5**

1. Which one of the following is the correct output for the given JavaScript code?
2. var a=0;
3. var b =0;
4. while (a **<3**)
5. {
6. a++;
7. b += a;
8. console.log(b);
9. }
10. 136
11. 123
12. 013
13. 01

**013**

1. Which of the following options would be the correct output for the given JavaScript code?
2. var size=5;
3. var x=5;
4. var size=4;
5. for(var j=size;j**>**=0;j--)
6. {
7. console.log(x);
8. xx=x-2;
9. }
10. 5555
11. 5321
12. 531
13. 531-1-3

**531-1-3**

1. Which of the following options would be the correct output for the given JavaScript code?
2. var x=0;
3. for(x;x**<10**;x++);
4. console.log(x);
5. 10
6. error
7. 4
8. 5

**ERROR**

1. Consider the following piece of JavaScript code:
2. **<script>**
4. function fun(0){
5. if(0===undefined)
6. debugger;
8. }
10. **</script>**
11. What is the role of the "debugger" statement?
12. It is kind of keyword which is used to debug the entire program at once
13. It will do nothing, although it is a breakpoint
14. It will debug the error in that statement
15. All above mentioned
16. Show Answer Workspace
17. V. This set of questions focuses on serialization and object attributes in JavaScript
18. Which one of the following is the correct output for the given JavaScript code?
19. const obj ={prop:12};
20. Object.preventExtensions(obj);
21. console.log(Object.isExtensible(obj));
22. 12
23. error
24. true
25. false
26. Show Answer Workspace
27. Which one of the following is the correct output for the given JavaScript code?
28. const obj1 ={ property1:'15'};
29. const obj2 =Object.freeze(obj1);
30. obj2.property1='20';
31. console.log(obj2.property1);
32. Runtime error
33. 20
34. 15
35. Compilation error
36. Show Answer Workspace
37. Which one of the following is the correct output for the given JavaScript code?
38. const object1 ={
39. property1:20
40. };
41. console.log(Object.is(object1));
42. False
43. true
44. 20
45. error

**20**

1. What will be the output of the following JavaScript code?
2. const obj1 =
3. {
4. property1:21
5. }
6. const descriptor1 =Object.getOwnPropertyDescriptor(obj1,'property1');
7. console.log(descriptor1.configurable);
8. console.log(descriptor1.enumerable);
9. true 21
10. true false
11. false false
12. true true
13. Show Answer Workspace
14. Which one of the following is the correct output for the given JavaScript code?
15. const object1 ={};
16. a = Symbol('a');
17. b =Symbol.for('b');
18. object1[a]='harry';
19. object1[b]='derry';
20. constobjectSymbols=Object.getOwnPropertySymbols(object1);
21. console.log(objectSymbols.length);
22. 0
23. 1
24. 2
25. Error
26. Show Answer Workspace
27. What is the basic purpose of the "toLocateString()" method?
28. It returns a localised object representation
29. It returns a localized string representation of the object
30. It return a local time in the string format
31. It return a parsed string
32. Show Answer Workspace
33. What kind of work is being performed in the following given part of JavaScript's code?
34. **<script>**
36. o = {x:1, y:{z:[false,null,""]}};
37. s = JSON.stringify(o);
38. p = JSON.parse(s);
39. **</script>**
40. Object Encapsulation
41. Object Encoding
42. Object Abstraction
43. Object Serialization
44. Show Answer Workspace
45. A set of unordered properties that, has a name and value is called\_\_\_\_\_\_
46. String
47. Array
48. Serialized Object
49. Object

**STRING**

1. A collection of elements of the same data type which may either in order or not, is called \_\_\_\_\_.
2. String
3. Array
4. Serialized Object
5. Object

**String**

1. Every object contains three object attributes that are \_\_\_\_\_\_\_.
2. Prototype, class, object's extensible flag
3. Prototype, class, objects' parameters
4. Class, parameters, object's extensible flag
5. Native object, Classes and Interfaces and Object's extensible flag

**Class, parameters, object's extensible flag**

1. What will be the output of the following JavaScript code?
2. **<script>**
4. var article = {
5. "main title": "How to learn JavaScript",
6. 'sub-title': "The Definitive Guide",
7. "for": "all audiences",
8. author: {
9. firstname: "Scott",
10. surname: "McCall"
11. }
12. }
13. **</script>**
14. Properties
15. property names
16. property values
17. objects
18. Show Answer Workspace
19. The linkage of a set of prototype objects is known as\_\_\_\_\_\_
20. prototype stack
21. prototype
22. prototype class
23. prototype chain
24. Show Answer Workspace
25. In the following line of code, what we will call the "datatype" written in brackets?
26. article[datatype]=assignment\_value;
27. An String
28. A integer
29. An object
30. Floating point

**INTEGER**

1. To know about an object, whether the object is a prototype (or a part of a prototype chain) of another object, the user can use\_\_\_\_\_\_\_
2. ==operator
3. equals() method
4. === operator
5. isPrototypeOf() method

**isPrototypeOf() method**

1. In the following given line of code, the prototype representing the\_\_\_\_\_
2. functionx(){};
3. Function x
4. Prototype of a function
5. A custom constructor
6. Not valid
7. Show Answer Workspace
8. VI. This set of questions focuses on Arrays in JavaScript
9. What will be the output obtained by "shift ()" in the given code of JavaScript?
10. var a =[];
11. a.unshift(5);
12. a.unshift(22);
13. a.shift();
14. a.unshift(3,[4,5]);
15. a.shift();
16. a.shift();
17. a.shift();
18. Exception is thrown
19. [4,5]
20. [3,4,5]
21. 5
22. Show Answer Workspace
23. Which one of the following options is the correct output for the given code of java script?
24. var sum=0;
26. Var arr=[101,150,201,30];
28. arr.forEach(functionmyFunction(element)
29. {
30. sumsum=sum+element;
31. });
32. document.writeln(sum);
33. 70
34. 75
35. 482
36. error

**482**

1. Which one of the following options is the correct output for the given code of JavaScript?
2. var values=["Three","two","one"];
3. varans=values.shift();
4. document.writeln(ans);
5. One
6. two
7. three
8. errOR

**ONE**

1. Which one of the following options is the correct output for the given code of JavaScript?
2. vararr=[4,3,2,1];
3. var rev=arr.reverse();
4. document.writeln(rev);
5. 1, 2, 3,4
6. 4, 3, 2, 1
7. 3
8. 1

**1 2 3 4**

1. Which one of the following options is the correct output for the given code of javascript?
2. var values=[4,5,6,7]
3. varans=values.slice(1);
4. document.writeln(ans);
5. Error
6. 5, 6, 7
7. 4, 5, 6,
8. 4, 5, 6, 7

**4 5 6 7**

1. Which one of the following method or operator is used for identification of the array?
2. Typeof
3. ==
4. ===
5. isarrayType()

isarrayType()

1. For which purpose the array "map()" methods is used ?
2. It used for mapping the elements of another array into itself.
3. It passes each data-item of the array and returns the necessary mapped elements.
4. It passes the data-items of an array into another array.
5. It passes every element of the array on which it is invoked to the function you specify, and returns an array containing the values returned by that function.

**It used for mapping the elements of another array into itself.**

1. Both the "rduucedRight()" and "reduce()" methods follow which one of the following common operation?
2. inject and fold
3. filter and fold
4. finger and fold
5. fold
6. Show Answer Workspace
7. Which one of the following given task is performed by the "pop()" method of the array?
8. Itupdates the element of the array
9. it increments the total length of the array by 1
10. It prints the first element and made no impact on the length of the array
11. updates the element removes one element of an array on each time the "pop()" function called

**updates the element removes one element of an array on each time the "pop()" function called**

1. What will happen if we use the "join()" method along with the "reverse()" method?
2. It will reverse and concatenates the elements of the array
3. It will reverse the element and store the elements in the same array
4. It will just reverse the element of the array
5. It will store the elements of the specified array in the normal order

**It will reverse and concatenates the elements of the array**

1. What will be the output of the following given code of JavaScript?
2. var x1 =[,,,];
3. var x2 =newArray(10);
4. 0in x1
5. 0in x2
6. true true
7. false true
8. true false
9. false true
10. Show Answer Workspace
11. What will happen if we execute the following piece of code?
12. **<script>**
14. var arr=[4,3,,1];
15. for(i=0;i**<4**;i++){
16. document.writeln(arr[i]);
17. }
18. **</script>**
19. The output will be 4 3 1
20. The output will be 4 3 undefined 1
21. It will result in an error
22. It does not run at all

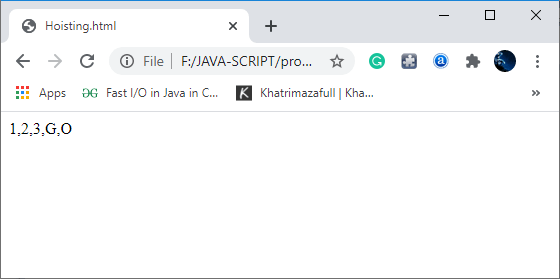
ERROR

1. What output we may get if we execute the following JavaScript code:
2. **<script>**
3. function myFunction() {
5. var i;
6. for (i = 0; i**<** **5**; i++) {
7. if (i === 3) {
8. continue;
9. }
10. document.write(i);
11. }
13. }
14. myFunction();
15. **</script>**
16. 0124
17. 01234
18. It will throw a error
19. No output

**01234**

1. What will be the output of the following JavaScript code?
2. **<script>**
3. var string1=[1,2,3];
5. var string2=[4,5,6,7,8,9,10];
6. var result=string1.concat(string2);
7. document.writeln(result);
8. **</script>**
9. 1, 2, 3
10. Error
11. It will concatenate both the stings and print as 1, 2, 3, 4, 5, 6, 7, 8, 9 ,10
12. It will print nothing

**It will concatenate both the stings and print as 1, 2, 3, 4, 5, 6, 7, 8, 9 ,10**

1. **Output**
2. 
3. VII. This set of questions focuses on the functions and functional programming in JavaScript
4. What is the primary role of the "return ()" statement in a function body?
5. It returns the value and continues executing rest of the statements
6. It returns the value and stops the program execution
7. Stops executing the function and returns the value
8. It returns the value and stops executing the function

**It returns the value and continues executing rest of the statements**

1. If a function which does not return a value is known as \_\_\_\_\_
2. Static function
3. Procedures
4. Method
5. Dynamic function
6. Show Answer Workspace
7. The execution of a function stops when the program control encounters the \_\_\_\_\_\_\_\_\_ statement in the body of the function.
8. return statement
9. continue statement
10. break statement
11. goto statement

**BREAK**

1. In which events/scenarios, A function name gets optional in JavaScript?
2. When a function is defined as a looping statement
3. When the function is called
4. When a function is defined as expressions
5. When the function is predefined
6. Show Answer Workspace
7. In JavaScript, the definition of a function starts with\_\_\_\_
8. With the Return type, Function keyword, Identifier and Parentheses
9. With the Identifier and Parentheses
10. With the Return type and Identifier
11. With the Identifier and Return type

**With the Return type, Function keyword, Identifier and Parenthesis**

1. What happens if the return statement has no related expression?
2. It will return a **undefined** value
3. It will throw a exception
4. It will return the 0 as the value
5. It will throw a error

**It will throw a exception**

1. Which one of the following options is the correct output for the given code of JavaScript?
2. **<script>**
3. functionprintprops(o)
4. {
5. for(var ain o)
6. console.log(a+": "+ o[a]+"\n");
7. }
8. **</script>**
9. Prints the contents of each property of o
10. Prints the address of elements
11. Prints only one property
12. Returns undefined
13. Show Answer Workspace
14. Which one of the following code is equivalent to call a function "x" of the class "a" which have two arguments g and h?
15. a,x(g,h);
16. x(g) &&a.x(g);
17. x(a,g);
18. (g,h);

**a,x(g,h);**

1. Which one of the following code is equivalent to the following given code?
2. a.x(g,h);
3. x (g) &&a.x (h);
4. a [ "x" ] ( g , h );
5. a (x )[ "g" , "h" ];
6. x( g&&h );
7. Show Answer Workspace
8. Which one of the following options is the correct output for the given code of JavaScript?
9. functionfun()
10. {
11. var a=1;
12. var b=2;
13. return a\*b;
14. }
15. document.write(fun());
16. 2
17. 3
18. 0
19. Error

**error**

1. Which one of the following options is the correct output for the given code of JavaScript?
2. vararr=[1, 3, 5, 8 ,11];
3. var value =Math.max.apply(null,arr);
4. document.writeln(value);
5. 7
6. 11
7. 3
8. 9

**11**

1. Which one of the following options is the correct output for the given code of JavaScript?
2. var person =
3. {
4. name: "James",
5. getName:function()
6. {
7. nreturnthis.name;
8. }
9. }
10. varunboundName=person.getName;
11. varboundName=unboundName.bind(person);
12. document.writeln(boundName());
13. James
14. compilation error
15. runtime error
16. undefined
17. Show Answer Workspace
18. Which one of the following options is the correct output for the given code of JavaScript?
19. function code(id,name)
20. {
21. this.id= id;
22. this.name= name;
23. }
24. functionpcode(id,name)
25. {
26. code.call(this,id,name);
27. }
28. document.writeln(newpcode(004,"James Deo").id);
29. James Deo
30. compilation error
31. runtime error
32. undefined
33. Show Answer Workspace
34. Which one of the following options is the correct output for the given code of JavaScript?
35. var pow=newFunction("num1","num2","return Math.pow(num1,num2)");
36. document.writeln(pow(2,3));
37. 8
38. 3
39. 6
40. Error

**8**

1. Which one of the following keywords is used for defining the function in the JavaScript?
2. Void
3. init
4. main
5. function

**function**

1. In JavaScript, do the functions always return a value?
2. Yes, functions always returns a value
3. No, it is not necessary
4. A number of functions return values by default
5. some functions do not return any value

**No, it is not necessary**

1. Which one of the following codes is correct for concatenating the strings passed into the function?
   * 1. Code 1
2. functionconcatenate()
3. {
4. returnString.prototype.concat('', arguments);
5. }
   * 1. Code 2
6. functionconcatenate()
7. {
8. returnString.prototype.concat.apply('', arguments);
9. }
   * 1. Code 3
10. functionconcatenate()
11. {
12. returnString.prototype.apply('', arguments);
13. }
    * 1. Code 4
14. functionconcatenate()
15. {
16. returnString.concat.apply('', arguments);
17. }
18. Show Answer Workspace
19. Which of the following values will be returned by the last statement in the given code?
20. functionconstfun()
21. {
22. var fun =[];
23. for(vari=0;i**<10**;i++)
24. fun[i]=function(){returni;};
25. return fun;
26. }
27. var fun =constfun();
28. fun[5]()
29. 10
30. 12
31. 8
32. 9
33. Show Answer Workspace
34. What will be the correct output of the following JavaScript code?
35. **<p** id="demo"**></p>**
36. **<script>**
37. functionFunct()
38. {
39. document.getElementById("demo").innerHTML=Math.atan2(8,4);
40. }
41. **</script>**
42. 1.01
43. 1.10
44. 1.05
45. 1.11
46. Show Answer Workspace
47. What will be the correct output of the following JavaScript code?
48. **<p** id="demo"**></p>**
49. **<script>**
50. functionmyFunc()
51. {
52. document.getElementById("demo").innerHTML=Math.asinh(1);
53. }
54. **</script>**
55. 0.80
56. 0.78
57. 0.50
58. 0.88

SIN(1)

1. What will happen if we execute the following code of JavaScript?
2. vartensquared=(function(x){return x\*x;}(10));
3. Memory leak
4. Error
5. Exception will be thrown
6. Yes, perfectly
7. Show Answer Workspace
8. What output will come if we run the following part of the JavaScript code?
9. var string2Num=parseInt("123abc");
10. Exception
11. 123abc
12. 123
13. NaN

**EXCEPTION**

1. Which one of the given options can be considered as a code equivalent to the following code?
2. var o =newObject();
3. var o= new Object;
4. var o;
5. var o = Object();
6. Object o=new Object();
7. Show Answer Workspace
8. If the following lines of code differ, what is the difference?
9. Code **A**
10. !!(obj1 && obj2);
11. Code **B**
12. (obj1 && obj2);
13. The first line results in a *real*Boolean value whereas the second line merely checks for the existence of the objects
14. Both the lines of code A and B will result in a Boolean value "False"
15. Both the lines of code A and B will check just for the existence of the object alone
16. Both the lines of code A and B will result in a Boolean value "True"

**Both the lines of code A and B will result in a Boolean value "False"**

1. In the following code, what value should the variable "a" contain?
2. var x =counter(), y = counter();
3. x.count()
4. y.count()
5. x.reset()
6. x.count()
7. y.count()
8. Null
9. 0
10. 2
11. Undefined

UNDEFINED

1. Which one of the given options can be considered as the correct output of the following code?
2. var addition=newFunction("number1","number2","return number1+number2");
3. document.writeln(addition(10,5));
4. 12
5. 13
6. 15

rERROR

1. VIII. This set of questions focuses on the Closures in JavaScript:
2. Which one of the following is not a example of closures?
3. Graphics
4. Variables
5. Functions
6. Objects

VARIABLES

1. What output will be returned by the function in the following code?
2. var scope ="global scope";
3. functioncheckingscope()
4. {
5. var scope ="local scope";
6. functionf()
7. {
8. return scope;
9. }
10. return f;
11. }
12. It will returns the value in scope
13. It will returns value null
14. It will returns an exception
15. It will show an error message

**It** **will returns the value in scope**

1. What is the primary rule of the Lexical Scoping?
2. Functions are always declared in the scope
3. Variables are declared inside the function
4. Functions are always declared outside the scope
5. Functions gets executes using scope chain
6. Show Answer Workspace
7. What is required in order to implement the Lexical Scoping?
8. To reference the current scope chain
9. Dereference the current scope chain
10. Get the object
11. Return the value
12. Show Answer Workspace
13. Which one of the following utilize the CPU cycles in a massive manner?
14. GUI (Graphic User Interface)
15. Statically generated graphics
16. Generic scoping
17. Dynamically generated graphics
18. Show Answer Workspace
19. In JavaScript, what kind of scoping is used?
20. Literal scoping
21. Sequential scoping
22. Segmental scoping
23. Lexical scoping

**Lexical scoping**

1. What are the closures?
2. Both Function objects and Scope where function's variables are resolved
3. Scope where function's variables are resolved
4. Function objects
5. Function return value
6. Show Answer Workspace
7. Which one of the following can be considered as the opposite approach of the Lexical Scoping?
8. Dynamic scoping
9. Literal scoping
10. Static scoping
11. Generic scoping
12. Show Answer Workspace
13. Which one of the following algorithmic languages is not the lexical scoping standardized in?
14. Html
15. Ada
16. Pascal
17. Modula2
18. Show Answer Workspace
19. What will be the output of the following JavaScript code?
20. var o =newF();  // statement 1
21. o.constructor=== F // statement 2
22. False
23. 1
24. 0
25. True
26. Show Answer Workspace
27. Which one of the given options can be considered as the correct output for the following JavaScript code?
28. const obj1 =
29. {
30. a:10,
31. b:15,
32. c:18
33. };
34. const obj2 =Object.assign({c:7, d:1}, obj1);
35. console.log(obj2.c, obj2.d);
36. Undefined
37. 18,1
38. 7,1
39. Error

**ERROR**