

- Drag & Drop (<https://www.sanfoundry.com/html-questions-answers-drag-drop/>)
- Geolocation API (<https://www.sanfoundry.com/html-questions-answers-geolocation-api/>)
- Cache Manifest File (<https://www.sanfoundry.com/html-questions-answers-application-cache-cache-manifest-file/>)
- Images Optimization (<https://www.sanfoundry.com/html-questions-answers-optimization-images/>)
- HTML Features - Modernizr (<https://www.sanfoundry.com/html-questions-bank/>)
- URL Encoding (<https://www.sanfoundry.com/html-questions-answers-url-encoding/>)
- Web Databases (<https://www.sanfoundry.com/html-questions-answers-web-databases/>)
- Image Sprites (<https://www.sanfoundry.com/html-questions-answers-entrance-exams/>)
- ↓ Web Performance ↓
- Web Optimization - 1 (<https://www.sanfoundry.com/html-questions-answers-web-performance-optimization-1/>)
- Web Optimization - 2 (<https://www.sanfoundry.com/html-question-papers/>)
- Tables Working (<https://www.sanfoundry.com/html-questions-answers-working-tables/>)
- JavaScript & jQuery - 1 (<https://www.sanfoundry.com/html-questions-answers-essential-javascript-jquery-1/>)
- JavaScript & jQuery - 2 (<https://www.sanfoundry.com/html-questions-answers-essential-javascript-jquery-2/>)
- JavaScript & jQuery - 3 (<https://www.sanfoundry.com/html-questions-answers-essential-javascript-jquery-3/>)
- Linking between Pages (<https://www.sanfoundry.com/html-exam-questions-answers/>)
- Bullet & Definition Lists (<https://www.sanfoundry.com/html-questions-answers-numbered-bullet-definition-lists/>)
- Other Sites Linking (<https://www.sanfoundry.com/html-questions-answers-linking-other-sites-email-links-decoration/>)
- Adding Flash Videos (<https://www.sanfoundry.com/html-questions-answers-adding-flash-videos/>)
- Styling HTML5 Layout (<https://www.sanfoundry.com/html-questions-answers-styling-html5-layout-css/>)
- HTML5 Layout Elements (<https://www.sanfoundry.com/html-questions-answers-html5-layout-elements/>)
- Search Engine Optimization (<https://www.sanfoundry.com/html-puzzles/>)
- HTML Google Maps - 1 (<https://www.sanfoundry.com/html-questions-answers-html-google-maps/>)
- HTML Google Maps - 2 (<https://www.sanfoundry.com/tough-html-questions-answers/>)
- HTML Plugins - 1 (<https://www.sanfoundry.com/html-questions-answers-html-plugins-1/>)
- HTML Plugins - 2 (<https://www.sanfoundry.com/html-written-test-questions-answers/>)
- HTML5 Semantics - 1 (<https://www.sanfoundry.com/html-questions-answers-html5-semantics-1/>)
- HTML5 Semantics - 2 (<https://www.sanfoundry.com/html-questions-answers-html5-semantics-2/>)
- HTML5 Semantics - 3 (<https://www.sanfoundry.com/html-assessment-questions-answers/>)
- HTML5 YouTube Videos (<https://www.sanfoundry.com/html-questions-answers-html5-semantics-youtube-videos/>)
- HTML Geolocation (<https://www.sanfoundry.com/html-questions-answers-html-geolocation/>)
- Responsive Overview - 1 (<https://www.sanfoundry.com/html-questions-answers-responsive-overview-1/>)
- Responsive Overview - 2 (<https://www.sanfoundry.com/html-questions-answers-responsive-overview-2/>)
- Responsive Overview - 3 (<https://www.sanfoundry.com/tricky-html-questions-answers/>)
- Responsive Overview - 4 (<https://www.sanfoundry.com/html-questions-answers-responsive-overview-4/>)
- Responsive Overview - 5 (<https://www.sanfoundry.com/html-objective-questions-answers/>)
- Responsive Overview - 6 (<https://www.sanfoundry.com/html-questions-answers-responsive-overview-6/>)
- Responsive Overview - 7 (<https://www.sanfoundry.com/advanced-html-questions-answers/>)
- Responsive Overview - 8 (<https://www.sanfoundry.com/html-questions-answers-responsive-overview-8/>)

Best Reference Books

- HTML Books (<https://www.sanfoundry.com/best-reference-books-html-programming/>)

HTML Questions & Answers – Essential JavaScript and jQuery – 1

This set of HTML Multiple Choice Questions & Answers (MCQs) focuses on “Essential JavaScript and jQuery – 1”.

1. External scripts can't take the tag _____

- a) <script>
- b) <form>
- c) <h1>
- d) <title>

View Answer

Answer: a
Explanation: We used external JavaScript code by saving it as .js extension, we can't use <script> tag in external JavaScript file. For using external script, we can use src attribute and put file name inside it with <script> tag.

advertisement

Syntax is <script src="external_file.js"></script>.

When one wants to write a message in console, console.log() is used. The window.alert() alerts message in box on window.

2. For displaying data in JavaScript, we can't use _____

- a) document.write()
- b) console.log()
- c) innerHTML
- d) document.getElementById()

View Answer

Answer: d

Explanation: We can display data in many ways in JavaScript. They are innerHTML, console.log(), window.alert(), document.write. document.getElementById(id) is a method used for accessing HTML element by JavaScript. Here id defines the HTML element.

3. For testing we should use _____

- a) document.write()
- b) console.log()
- c) window.alert()
- d) innerHTML

View Answer

Answer: a

Explanation: For testing we used document.write() in JavaScript. If we use document.write() after HTML document, it will delete all existing HTML. This method can only be used for testing purposes.

```
<script> document.write(9*6); </script>
```

4. Which of the following keyword stops the execution of JavaScript?

- a) break
- b) return
- c) debugger
- d) try....catch

View Answer

Answer: c

Explanation: By using debugger keyword execution of JavaScript stops, and if debugger function is defined it is called at the moment, break is the keyword used to terminate a loop or a switch, return is used for exit from a function, try...catch handle the errors.

advertisement

5. Arrays in JavaScript are written within _____

- a) {}
- b) []
- c) ""
- d) ()

View Answer

Answer: b

Explanation: Arrays in JavaScript are written in square brackets. The elements of array are separated by commas. Index of array items starts from 0. E.g. var fruits= ["apple", "orange", "banana", "pine-apple"]; objects in JavaScript are written inside curly brackets.

6. typeof "null" in JavaScript is _____

- a) number
- b) string
- c) object
- d) undefined

View Answer

Answer: c

Explanation: typeof "null" in JavaScript is an object. Basically null indicates nothing like it is a thing that does not exist. It is like a bug in JavaScript that its typeof comes to be an object. For emptying an object we can set it to null.

7. Negative positions for string do not work in _____

- a) Internet Explorer 8
- b) Chrome

- c) Safari
- d) Opera

[View Answer](#)

Answer: a

Explanation: While using slice(), substr() and substring() method we pass numbers as parameters respective to the string. E.g var tes= str.slice(-10). -10 is indicates negative position. It does not work in Internet Explorer or older versions.

8. For converting string to array we can use _____ method.

- a) charAt()
- b) charCodeAt()
- c) split()**
- d) toLowerCase()

[View Answer](#)

Answer: c

Explanation: For converting any string to an array we use split() method. E.g. var tr="t,o,l,k,l"; tr.split(","); tr.split("|"); tr.split(" "); charAt returns a character from the given index, charCodeAt() returns Unicode of character at the given index. toLowerCase() method converts input string into lower case string.

9. JavaScript numbers are stored as _____

- a) integers
- b) double precision floating point**
- c) double
- d) floating point

[View Answer](#)

Answer: b

Explanation: The numbers according to international IEEE 754 standard are stored as a double precision floating point. It stores the numbers in 64-bit format, stored in bits from 0 to 51, exponent in bits is from 52 to 62 and signs in a bit is 63.

advertisement

Ad closed by **Goog**

10. The integers in JavaScript are precise up to _____

- a) 12 digits
- b) 10 digits
- c) 23 digits
- d) 15 digits**

[View Answer](#)

Answer: d

Explanation: The integers in JavaScript have accuracy up to 15 digits. E.g. var y=111111111111111; // value of y will be 11111111111111. For decimal the maximum number of decimals is 17.

11. Typeof "infinity" will return _____

- a) string
- b) number**
- c) object
- d) undefined

[View Answer](#)

Answer: b

Explanation: The typeof "infinity" will return number. E.g. typeof Infinity; // it will return "number", when we divide any number by zero it will generate infinity.

Syntax is `var number=9; while(number != Infinity) { number= number + number; }`

12. By default JavaScript displays the numbers as _____

- a) base 16
- b) base 10**
- c) base 6
- d) base 2

[View Answer](#)

Answer: b

Explanation: base 10 decimals are displayed as numbers by default by JavaScript. We can use `toString()` method for converting numbers as any of the base among 16, 2, 8. E.g `var number= 1256; number.toString(6); number.toString(16); number.toString(2).`

13. Which method is not used for converting variables to number?

- a) `parseInt()`
- b) `Number()`
- c) `parseFloat()`
- d) `valueOf()`**

[View Answer](#)

Answer: d

Explanation: There are mainly three methods with the help of those we can convert variables to numbers. The methods are the `parseFloat()` method, the `Number()` method, the `parseInt()` method. These are global JavaScript methods. `valueOf()` method return number as a number only.

14. `Math.random()` returns _____

- a) random number between 0 and 1**
- b) random number between 1 and 10
- c) random number between 1 and 100
- d) random number between 0 and 10

[View Answer](#)

Answer: a

Explanation: `Math.random()` generate any random number between 0 and 1. If we use `Math.random()` with `Math.floor()` it returns any random integer. E.g. `Math.floor(Math.random * 1000);` It will generate any random number between 0 and 999. For the sake of convenience we can also define a random function.

15. What is the Boolean value of "" in JavaScript?

- a) true
- b) on
- c) off
- d) false**

[View Answer](#)

Answer: d

Explanation: For an empty string (""), the Boolean value is false. E.g. `var t= " "; Boolean(t);` //it will return false. For `-0(minus zero)`, the Boolean value is false. The Boolean value of undefined is also false. For null and false the Boolean value is also false.

Sanfoundry Global Education & Learning Series – HTML.

To practice all areas of HTML, [here is complete set of 1000+ Multiple Choice Questions and Answers \(https://www.sanfoundry.com/1000-html-questions-answers/\)](https://www.sanfoundry.com/1000-html-questions-answers/).

« Prev Page - HTML Questions & Answers – Working with Tables (<https://www.sanfoundry.com/html-questions-answers-working-tables/>)

» Next Page - HTML Questions & Answers – Essential JavaScript and jQuery – 2 (<https://www.sanfoundry.com/html-questions-answers-essential-javascript-jquery-2/>)

advertisement

Deep Dive @ Sanfoundry:

1. Simple Java Programs (<https://www.sanfoundry.com/simple-java-programs/>)
2. C++ Programming Examples on Numerical Problems & Algorithms (<https://www.sanfoundry.com/cpp-programming-examples-numerical-problems-algorithms/>)