

# Question List

## Chapter 4

Q1. What is the result of the following relational expression in JavaScript? "cat" === "dog" ?

- A. true
- B. false**

Q2. Which of the following is a valid way to initialize an empty array in JavaScript?

- A. [ ]
- B. new Array()
- C. Both A and B**
- D. None of the above

Q3. Which of the following is a valid way to initialize an object in JavaScript?

- A. {}**
- B. new Object()
- C. Both A and B
- D. None of the above

Q4. What is the result of the following logical expression in JavaScript? true && false

- A. true
- B. false**
- D. undefined

Q5. Which of the following is the correct way to initialize an object with properties in JavaScript?

- A. const myObj = { property1: "value1", property2: "value2" };**
- B. const myObj = new Object(); myObj.property1 = "value1"; myObj.property2 = "value2";
- C. Both A and B
- D. None of the above

Q6. What is the result of the following relational expression in JavaScript? 10 >= 10

- A. true**
- B. false

Q7. What is the result of the following relational expression in JavaScript? `10 != "10"`

- A. true
- B. false**

Q8. What is the result of the following logical expression in JavaScript? `true || false`

- A. true**
- B. false

Q9. What is the result of the following logical expression in JavaScript? `!false`

- A. true**
- B. false

Q10. which operator returns the division remainder?

- A. `*`
- B. `/`
- C. `$`
- D. None**

Q11. What is the result of the following relational expression in JavaScript? `"apple" > "banana"`

- A. true
- B. false**

Q12. What is the result of the following logical expression in JavaScript? `!true && false`

- A. true
- B. false**

Q13. Which of the following is the correct syntax for accessing a property of an object in JavaScript?

- A. `object.property`
- B. `object["property"]`**
- C. `object->property`
- D. `object:property`

Q14. What happens if you try to access a property of a primitive value (such as a string or a number) in JavaScript?

A. An error will be thrown

**B. JavaScript will automatically convert the primitive value into an object and then access the property.**

C. JavaScript will return undefined.

D. It depends on the specific primitive value being accessed.

Q15. Which of the following is an example of a JavaScript string concatenation operator?

**A. +**

B. -

C. ==

D. !

Q16. An Array is separated by\_\_

A. full stop (.)

**B. comma (,)**

C. hyphen(-)

D. semicolon(;)

Q17. Which of the following is an example of a JavaScript arithmetic operator?

A. &&

B. ||

**C. +**

D. !

Q18. If the operator value is null, then the unary operator returns the typeof \_\_\_\_\_.

A. A. undefined

**B. B. object**

C. C. boolean

D. D. string

Q19. Primary expressions in JavaScript --

A. a)Constant or literal Values

B. b)Certain language keywords

C. c) Variable references

**D. d)All of above**

Q20. Object literals can be nested- is it true or false?

- A. **True**
- B. False

Q21. 2. If var A={B:3, C:5}, how to use the delete operator to delete one of the properties of an object.

- A. A. delete
- B. B. delete A
- C. **C. delete A.B**
- D. D. delete A[0]

Q22. What is the value of a function definition expression?

- A. The function name
- B. The function parameters
- C. The function body
- D. **The newly defined function**

Q23. An invocation expression is JavaScript's syntax for calling (or executing) a function or method. This statement is—

- A. **a) True**
- B. b) False

Q24. 3. A \_\_\_\_\_ will be visible only within a function where it is defined.

- A. A. global variables
- B. **B. local variable**
- C. C. Both A and B
- D. D. None of the above

Q25. .++ and – indicate in JavaScript operators

- A. **Increment and decrement**
- B. Increment
- C. decrement
- D. None of above

Q26. 4. State whether the following statements are True or False for strict equality operator(==). i) If the two values have different types they are equal. ii) If both values are null or both values are undefined, they are equal.

- A. A. True True
- B. B. False False
- C. C. True False
- D. **D. False True**

- Q27. 5. What will be the output if we compare "ten" and 10 with less then comparison operator("<10")?
- A. A. True
  - B. B. False**
  - C. C. undefined
  - D. D. error

## Chapter 5

- Q28. JavaScript statements often start with ----- to identify the JavaScript action to be performed.
- A. Variable
  - B. Const
  - C. Keyword
  - D. Both b & c**

- Q29. How many Ways to Declare a JavaScript Variable?
- A. a)2
  - B. b)3
  - C. c)4**
  - D. d)5

- Q30. const, let, and var are the example of-----.
- A. keyword**
  - B. string
  - C. type
  - D. values

- Q31. Function names can contain letters, digits, underscores, and dollar signs. This statement is true/false.
- A. True**
  - B. False

- Q32. In build-in functions dot(.) is used as-
- A. a)Method**
  - B. b)function
  - C. c)none

Q33. JavaScript declarations are used to define---

- A. variables
- B. importing & exporting values between modules
- C. constants
- D. all of the above**

Q34. JavaScript statements are composed of-

- A. a) value
- B. b)Operator
- C. c)Expression
- D. d)all of above**

Q35. break, return, and throw are the example of--

- A. Conditionals
- B. Loops
- C. Jumps**
- D. none of them

Q36. The JavaScript syntax defines two types of values.

- A. a)True**
- B. b)False

Q37. The JavaScript syntax defines two types of values.

- A. a)True**
- B. b)False

Q38. A compound statement allows to use multiple statements where JavaScript syntax expects a single statement. This statement is true/false.

- A. True**
- B. False

Q39. Javascript has \_\_ looping statements.

- A. Two
- B. Three
- C. Four
- D. Five**

Q40. Variables are containers for storing-

- A. a)Data**
- B. b)object
- C. d)Method
- D. c)none

Q41. Which loop will execute the code block once, before checking if the condition is true, then it will repeat the loop as long as the condition is true..

- A. for
- B. do/while**
- C. for/of
- D. for/in

Q42. Which statement is javascript basic loop and following syntax?

- A. While**
- B. switch
- C. if
- D. for

Q43. What is a JavaScript program?

- A. A sequence of expressions.
- B. A sequence of declarations.
- C. A sequence of jumps.
- D. A sequence of statements.**

Q44. A return statement may appear only within the body of a function. The statement is-

- A. a)True**
- B. b)False

Q45. What is the difference between expressions and statements in JavaScript program?

- A. Expressions evaluate to a value, while statements execute to make something happen.**
- B. Expressions execute to make something happen, while statements evaluate to a value.
- C. Expressions and statements are the same thing in JavaScript.
- D. Statements evaluate to a value, while expressions execute to make something happen.

Q46. The break statement, used alone, causes the innermost enclosing loop or switch statement to exit immediately.

- A. True**
- B. False

Q47. What is the function of a class?

- A. a)Declare a function
- B. b)declare a class**
- C. c)declare a method
- D. d)both b & c

Q48. What are jumps in JavaScript?

- A. Statements that execute other statements repetitively.
- B. Statements that make the JavaScript interpreter execute or skip other statements depending on the value of an expression.
- C. Statements that cause the interpreter to jump to another part of the program.**
- D. Statements that declare new variables and define new functions.

Q49. Javascript declarations are used to define

- A. constants
- B. variables
- C. functions
- D. all of the above**

Q50. Which operator has the side effect of changing a variable value in JavaScript?

- A. ==
- B. +=
- C. --**
- D. &&

Q51. which conditional statement is right to specify a block of JavaScript code to be executed if a condition is true?

- A. a)If**
- B. b)Else if
- C. c)Else
- D. d)Switch

Q52. What does the empty statement in JavaScript look like?

- A. {}
- B. ;**
- C. ()
- D. []



Q53. A basic loop construct is-

- A. a)Yield
- B. b)with
- C. c)While**
- D. d)Var

Q54. Which of the following is a false value in JavaScript?

- A. null
- D. all of the above**

Q55. For which purpose the label is use-

- A. a)Throw an exception
- B. b)Give statement a name for use with break and continue**
- C. c)An easy-to-use loop
- D. d)Label a statement within a switch

Q56. What is the output of the following code? let a = 5; if (a > 10) { console.log("a is greater than 10"); } else { console.log("a is less than or equal to 10"); }

- A. a is greater than 10
- B. a is less than or equal to 10**
- D. Syntax Error

Q57. which are the conditional statements?

- A. If
- B. switch
- C. while
- D. a and b**

Q58. What is the output of the following code? let x = "2"; if (x == 2) { console.log("x is equal to 2"); } else { console.log("x is not equal to 2"); }

- A. x is equal to 2**
- B. x is not equal to 2
- D. Type Error

Q59. The "break" statement can be used to jump out of a loop.

- A. a)True**
- B. b)False
- C. c)An easy-to-use loop
- D. d)Label a statement within a switch

Q60. What is the purpose of using the else if keyword in an if/else statement?

- A. To declare a new variable.
- B. To create a loop that executes a block of code multiple times.
- C. To add an additional condition to the if statement.**
- D. To output a value to the console.

Q61. How many forms "if" statement?

- A. One
- B. Two**
- C. Three
- D. Four

Q62. What is the purpose of the exclamation mark (!) in the following code block? `if (!x) { console.log("x is falsy"); } else { console.log("x is truthy"); }`

- A. It creates a loop that executes a block of code multiple times.
- B. It declares and assigns a new variable.
- C. It checks if x is falsy or truthy.**
- D. It outputs a value to the console.

Q63. The "break" statement can be used to jump out of a loop.

- A. a)True**
- B. b)False

Q64. What is the syntax for creating a multiway branch statement in JavaScript?

- A. if/else
- B. switch**
- C. for loop
- D. while loop

Q65. which is the similar of If statement?

- A. switch**
- B. while
- C. break
- D. throw

Q66. JavaScript declarations are used to define-

- A. a)Constant
- B. b)Variable
- C. c)Function
- D. e)All of above**

Q67. What does the following code block do? `if (x < 0) { console.log("x is negative"); } else if (x > 0) { console.log("x is positive"); } else { console.log("x is zero"); }`

- A. It checks if x is negative, positive, or zero and outputs a message to the console accordingly.**
- B. It creates a loop that executes a block of code multiple times.
- C. It declares and assigns a new variable.
- D. It outputs a value to the console.

Q68. How many looping statement in JavaScript?

- A. Two
- B. Three
- C. Four
- D. Five**

Q69. How can multiple statements be combined into one in an if statement?

- A. By using a semicolon between each statement
- B. By separating each statement with commas
- C. By enclosing the statements in curly braces**
- D. By using a colon between each statement

Q70. Which are the only JavaScript statements that use statement labels.

- A. throw
- B. return
- C. for
- D. continue**

Q71. Which of the following statements is used to jump out of a loop in JavaScript?

- A. continue
- B. return
- C. break**
- D. exit

Q72. Which statement is javascript basic loop and following syntax?

- A. While**
- B. switch
- C. if
- D. for

Q73. The break statement, used alone, causes the innermost enclosing loop or switch statement to exit immediately.

- A. **True**
- B. False

Q74. Javascript declarations are used to define

- A. constants
- B. variables
- C. functions
- D. **all of the above**

Q75. What is the correct syntax for creating a new array in JavaScript?

- A. array()
- B. **new Array()**
- C. createArray()

Q76. Which statement is used to declare a variable in JavaScript?

- A. let
- B. const
- C. **var**
- D. variable

## Chapter 6

Q77. What is an object in JavaScript?

- A. An ordered collection of values
- B. A data structure to store single value
- C. **A composite value to aggregate multiple values and allows storing and retrieving them by name**
- D. A value that represents a set of strings

Q78. What does Object.create() do in JavaScript?

- A. **It creates a new object, using its first argument as the prototype of that object.**
- B. It creates a new object, without any prototype.
- C. It creates a new object with arbitrary properties
- D. It creates a new object, using its second argument as the prototype of that object.

Q79. What is the syntax for obtaining the value of a property using the dot operator?

- A. object.property**
- B. object["property"]
- C. object.(property)
- D. object<{property}>

Q80. What is an associative array in JavaScript?

- A. An array indexed by numbers.
- B. An array indexed by strings.**
- C. An array indexed by both numbers and strings.
- D. An array indexed by objects.

Q81. What happens when an attempt is made to query a property of an object that does not exist?

- A. An error is thrown.**
- B. It evaluates to null.
- C. It evaluates to undefined.
- D. It returns the default value.

Q82. What is the result of the following code? let len = book.subtitle.length;

- A. undefined
- B. null
- C. 0
- D. TypeError**

Q83. What happens when attempting to set a property on null or undefined?

- A. It sets the property to undefined.
- B. It sets the property to null
- C. It throws a TypeError.**
- D. It has no effect

Q84. Which of the following methods list properties in a specific order?

- A. Object.values()
- B. Object.getOwnPropertyNames()**
- C. Object.entries()
- D. Object.keys()

Q85. Which function is used to copy properties from one object to another?

- A. **Object.assign()**
- B. Object.keys()
- C. Object.defineProperty()
- D. Object.create()

Q86. Which functions are used to serialize and restore JavaScript objects?

- A. **JSON.stringify() and JSON.parse()**
- B. Object.defineProperty() and Object.getOwnPropertyDescriptor()
- C. Object.freeze() and Object.seal()
- D. Object.values() and Object.entries()

Q87. Which built-in class defines its own valueOf() method in JavaScript?

- A. String
- B. Number
- C. **Date**
- D. Boolean

Q88. What is the purpose of the toJSON() method in JavaScript?

- A. It is used to convert an object to a string.
- B. It is used to convert an object to a number.
- C. **It is used to serialize an object for use with JSON.stringify().**
- D. It is used to deserialize a JSON string into an object.

Q89. What is the shorthand syntax for creating an object with properties named x and y that hold values stored in variables x and y, respectively?

- A. let o = { x: x, y: y };
- B. **let o = { x, y };**
- C. let o = { x = x, y = y };
- D. let o = { x, y, };

Q90. If a property has both a getter and a setter method, what kind of property is it?

- A. Read-only property
- B. Write-only property
- C. **Read/write property**
- D. None of the above

- Q91. When a program queries the value of an accessor property, which method does JavaScript invoke?
- A. Setter method
  - B. Both getter and setter method
  - C. Getter method**
  - D. None of the above

## Chapter 7

- Q92. Which of the following operator can be used to access an element of an array?
- A. ( )
  - B. { }
  - C. [ ]**
  - D. all of the above

- Q93. The pop( ) method is the opposite of \_\_\_\_\_.
- A. push( )**
  - B. shift( )
  - C. slice( )
  - D. none of the above

- Q94. javaScript arrays are based
- A. three based
  - B. one based
  - C. Zero based**
  - D. None

- Q95. javaScript arrays are based
- A. three based
  - B. one based
  - C. Zero based**
  - D. None

- Q96. \_\_\_\_\_ methods are for extracting, deleting, inserting, filling and copying contiguous regions of larger array.
- A. Iterator
  - B. Stack & queue
  - C. Subarray**
  - D. Searching & sorting

Q97. \_\_\_\_\_ methods loop over the elements of an array.

- A. Iterator**
- B. Stack & queue
- C. Subarray
- D. Searching & sorting

Q98. Remember that arrays are a specialized kind of....?

- A. Object**
- B. Index
- C. Function
- D. Statement

Q99. How many () array constructor distinct ways?

- A. Five
- B. Four
- C. Three**
- D. Two

Q100. which Call it with no arguments

- A. let a= new arrys()
- B. let a= new common()
- C. let a= new array()**
- D. let a= new elements()

Q101. Which of the following can be defined as an ordered collection of values?

- A. function
- B. object
- C. array**
- D. class

Q102. JavaScript arrays are untyped.

- A. true**
- B. false

Q103. Which of the following statement isn't correct?

- A. JavaScript arrays are untyped.
- B. JavaScript array are dynamic.
- C. JavaScript arrays may be sparse.
- D. JavaScript methods work only for true arrays.**



Q104. JavaScript arrays use \_\_\_\_ bit indexes.

- A. 8
- B. 16
- C. 32**
- D. 64

Q105. which is sort () elements?

- A. let a=[ "banana", "cherry", "apple"]; a.sort();//a== ["apple","banana","cherry"]**
- B. let a=[ "banana", "cherry", "apple"]; a.sort();//a== ["apple","banana","cherry"]
- C. let a=[ "banana", "cherry", "apple"]; a.sort();a== ["apple","banana","cherry"]
- D. let a=[ "banana", "cherry", "apple"]; a.sort();//a=== ["apple","banana","cherry"]

Q106. Arrays inherit properties from Array.prototype.

- A. true**
- B. false

Q107. Which of the following isn't iterable?

- A. Set objects
- B. Strings
- C. function**
- D. none of the above

Q108. 1. Array is an \_\_\_\_\_ collection of \_\_\_\_\_.

- A. Unordered,value
- B. ordered, value**
- C. list of,data
- D. data,object

Q109. which is sort () elements?

- A. let a=[ "banana", "cherry", "apple"]; a.sort();//a== ["apple","banana","cherry"]**
- B. let a=[ "banana", "cherry", "apple"]; a.sort();//a== ["apple","banana","cherry"]
- C. let a=[ "banana", "cherry", "apple"]; a.sort();a== ["apple","banana","cherry"]
- D. let a=[ "banana", "cherry", "apple"]; a.sort();//a=== ["apple","banana","cherry"]

Q110. Which one is the general-purpose method for inserting, deleting or replacing array elements?

- A. map()
- B. filter()
- C. reduce()
- D. splice()**

Q111. Javascript arrays are typed.

- A. true
- B. false**

Q112. Which method is the inverse of the String.split()?

- A. slice()
- B. splice()
- C. join()**
- D. fill()

Q113. Javascript arrays are \_\_\_\_ based.

- B. 1
- C. boolean
- D. binary

Q114. \_\_\_\_\_ method takes a single argument and returns 'true' if the array contains that value or 'false' otherwise?

- A. indexOf()
- B. includes()**
- C. splice()
- D. copyWithin()

Q115. The height possible index is...

- A. 429497299
- B.  $2^{32}-2$**
- C.  $2^{32}-1$
- D. 4294967295

Q116. For sparse arrays, length is larger then the highest index of any element.

- A. true**
- B. false

Q117. The height possible element is...

- A. 429497299
- B.  $2^{32}-2$
- C.  $2^{32}-1$**
- D. 4294967294

Q118. Array inherit properties from \_\_\_\_\_

- A. Array.prototype**
- B. array.math
- C. array.method
- D. array.spread

## Chapter 8

Q119. JavaScript functions can be invoked in \_\_\_\_ ways.

- A. 3
- B. 4
- C. 5**
- D. 6

Q120. Which of the following method expects an array of values to be used as arguments?

- A. call()
- B. apply()**
- C. both of the above
- D. none of the above

Q121. Which of the following function creates a new object to use as the cache and assigns this object to a local variable?

- A. call()
- B. apply()
- C. memoize()**
- D. partial()

Q122. Which of the following methods allow you to indirectly invoke a function?

- A. call()
- B. apply()
- C. both of the above**
- D. none of the above

Q123. Which of the following property of a function specifies the arity of the function?

- A. The prototype property
- B. The name property
- C. The length property**
- D. All of the above

Q124. All functions including arrow functions, have a prototype property named 'prototype object'.

- A. true
- B. false**

Q125. Combination of a function object and a scope is called a \_\_\_\_\_.

- A. recursive function
- B. nested function
- C. namespace
- D. closure**

Q126. What is the keyword used to declare a function in JavaScript?

- A. func
- B. function**
- C. fun
- D. fn

Q127. What is the syntax to declare a function in JavaScript?

- A. function name()**
- B. function name {}
- C. function name []
- D. function name {}

Q128. Which is/are not part of function declaration in JavaScript?

- A. Name
- B. Parentheses
- C. Arguments**
- D. Curly braces

Q129. "In a function expression, the name is mandatory." - the statement is true or false?

- A. True
- B. False**

Q130. What is the syntax to declare an arrow function in JavaScript?

- A. function name()
- B. (name) => { }**
- C. function() { }
- D. (name) { }

Q131. Can an arrow function have more than one parameter?

- A. **Yes**
- B. No

Q132. "A nested function can access the parameters and variables from its parent function"- the statement is true or false?

- A. **True**
- B. False

Q133. Which of the following is NOT a way to invoke a JavaScript function?

- A. As a function
- B. As a method
- C. **As a class**
- D. As constructors

Q134. In non-strict mode, what is the invocation context (this value) for a regular function invocation?

- A. **The global object**
- B. The function itself
- C. Undefined
- D. The object that contains the function

Q135. Can method invocation occur using square bracket notation in JavaScript?

- A. **Yes, always**
- B. No, it is not allowed in JavaScript
- C. Only if the function being invoked is a constructor function
- D. Only if the function being invoked is an arrow function

Q136. Which keyword is used to create new constructor invocation?

- A. Object
- B. this
- C. **new**
- D. create

Q137. What is the purpose of optional function parameters in JavaScript?

- A. They are used to define the number of arguments a function can accept.
- B. **They allow a function to be called with fewer arguments than defined.**
- C. They enforce type checking on the function arguments.
- D. They ensure that a function always has a return value.

Q138. Which syntax is used to define rest parameters in JavaScript?

- A. ...
- B. ()
- C. []
- D. //

Q139. What is the data type of a rest parameter?

- A. Object
- B. **Array**
- C. String
- D. Number

Q140. "The Arguments object is an array-like object"- the statement is true or false?

- A. **True**
- B. False

Q141. In what context can the spread operator be used?

- A. Only with array literals
- B. Only with function invocations
- C. **With both array literals and function invocations**
- D. None of the above

Q142. Which syntax is used to destructure function arguments?

- A. **Curly braces {}**
- B. Square brackets []
- C. Parentheses ()
- D. Backticks ``

Q143. Which syntax do you use to define a function that expects an array argument?

- A. Curly brackets {}
- B. Parentheses ()
- C. **Square brackets []**
- D. Angle brackets <>

Q144. What is the purpose of using descriptive names for function arguments?

- A. To perform type checking on values passed to a function
- B. **To make the code self-documenting**
- C. To avoid using comments in a function
- D. To make the function execution faster

Q145. What happens if the sum() function is called with a non-iterable object?

- A. An error occurs**
- B. The function returns 0
- C. The function returns undefined
- D. The function ignores the non-iterable object and returns the sum of other elements

Q146. What is the most important feature of functions in programming languages?

- A. They can be defined and invoked**
- B. They can be assigned to variables
- C. They can be stored in objects and arrays
- D. They can be passed as arguments to other functions

Q147. In JavaScript, can functions be used as values?

- A. Yes**
- B. No

Q148. Why is it sometimes useful to define a function as a temporary namespace?

- A. To make the code run faster.
- B. To allow the variables to be visible outside the function.
- C. To define variables without cluttering the global namespace.**
- D. To make the function name shorter

Q149. What is the problem with defining variables in a chunk of JavaScript code that will be used in many different programs?

- A. The code will run too slowly.
- B. The variables will conflict with variables created by the programs that use it.**
- C. The code will be difficult to read.
- D. The variables will not be initialized properly.

## Chapter 9

Q150. How do JavaScript classes use inheritance?

- A. JavaScript classes use classical inheritance.
- B. JavaScript classes use prototype-based inheritance.**
- C. JavaScript classes use functional inheritance.
- D. JavaScript classes do not use inheritance.

Q151. What is the purpose of a factory function in JavaScript classes?

- A. A factory function creates new classes.
- B. A factory function initializes the state of an object.
- C. A factory function defines the behavior of an object.
- D. A factory function creates new instances of a class.**

Q152. What is the critical feature of constructor invocations?

- A. They create a new object automatically
- B. They initialize the state of an existing object
- C. They use the prototype property of the constructor as the prototype of the new object**
- D. They are invoked using the new keyword

Q153. What is a static method in JavaScript?

- A. A method defined on an instance of a class.
- B. A method defined on the prototype object of a class.
- C. A method defined as a property of the constructor function.**
- D. A method that can only be called once.

Q154. Where are static methods defined in JavaScript?

- A. As properties of the prototype object.
- B. As properties of the instance object.
- C. As properties of the constructor function.**
- D. As properties of the global object.

Q155. How are static methods defined in JavaScript classes?

- A. As properties of the prototype object
- B. As properties of the constructor function.**
- C. As properties of the instance objects.
- D. As properties of the global object.

Q156. When should you use the this keyword in a static method?

- A. Always.
- B. Never.**
- C. Only when accessing properties of the prototype object.
- D. Only when accessing properties of the instance objects.



Q157. Which keyword is used to refer to the current instance of a class in JavaScript?

- A. this**
- B. self
- C. current
- D. instance

Q158. Which method is used to add a property to a class in JavaScript?

- A. addProperty()
- B. createProperty()
- C. setProperty()
- D. constructor()**

Q159. Which method is used to override a method in a child class in JavaScript?

- A. override()
- B. redefine()
- C. setProperty()
- D. super()**

Q160. What is the purpose of a getter method?

- A. To modify the value of a variable
- B. To access the value of a variable**
- C. To create a new variable
- D. To delete a variable

Q161. What is the purpose of a setter method?

- A. To modify the value of a variable**
- B. To access the value of a variable
- C. To create a new variable
- D. To delete a variable

Q162. Which of the following is true about encapsulation?

- A. It allows access to all class members from outside the class
- B. It only applies to instance variables
- C. It allows for data hiding and protection of class members**
- D. It is not a good practice in object-oriented programming

Q163. Which of the following is not a benefit of using getters and setters in object-oriented programming?

- A. Encapsulation of data
- B. Flexibility to change the internal implementation of a class
- C. Easier debugging of code
- D. Improved performance of the program**

Q164. Which of the following is an example of a method form other than getters and setters?

- A. Constructor**
- B. toString()
- C. equals()
- D. hashCode()

Q165. Which of the following is a set of objects that inherit properties from the same prototype object?

- A. constructor
- B. class**
- C. object
- D. method

Q166. A \_\_\_\_\_ is a function designed for the initialization of newly created objects.

- A. prototype
- B. constructor**
- C. class
- D. object

Q167. JavaScript's prototype-based inheritance mechanism is \_\_\_\_\_.

- A. static
- B. dynamic**
- C. public
- D. private

Q168. The keyword or the property that you use to refer to an object through which they were invoked is \_\_\_\_\_

- A. from
- B. to
- C. this**
- D. object

Q169. Which is true for the constructor method in a JavaScript class?

- A. It is used to create an instance of the class.**
- B. It is used to define properties for the class.
- C. It is used to define methods for the class.
- D. It is used to define inheritance for the class.

Q170. Which of the following is a valid way to define a class method in JavaScript?

- A. MyClass.prototype.methodName = function() { };**
- B. MyClass.methodName = function() { };
- C. MyClass = { methodName: function() { } };
- D. MyClass.methodName() { };

Q171. Which is true for the extends keyword in a JavaScript class?

- A. It is used to define a new class.
- B. It is used to create an instance of a class.
- C. It is used to inherit from another class.**
- D. It is used to define a method for a class.

Q172. Which is true for the extends keyword in a JavaScript class?

- A. It is used to define a new class.
- B. It is used to create an instance of a class.
- C. It is used to inherit from another class.**
- D. It is used to define a method for a class.

Q173. Which of the following is not a valid method to define a class in JavaScript?

- A. Using the class keyword
- B. Using constructor functions
- C. Using object literals**
- D. Using the prototype keyword

Q174. Which keyword is used to create a new instance of an object using a constructor in JavaScript?

- A. create
- B. new**
- C. instance
- D. this

Q175. What is the main purpose of prototypes in JavaScript?

- A. To allow for inheritance between object**
- B. To create new instances of objects
- C. To define the properties of an object
- D. To store data in an object

Q176. What is the name of the special method used to design for the initialization of newly created objects in JavaScript?

- A. Constructor**
- B. Object
- C. Method
- D. Property

Q177. Which of the following statements is true about the classes in the following line of JavaScript code? `class Span extends Range {}`

- A. `Range` is the parent class and `Span` is the child class**
- B. `Span` is the parent class and `Range` is the child class
- C. `Range` and `Span` are both parent classes
- D. `Range` and `Span` are both child classes

Q178. How are getters and setters defined in a class body in JavaScript?

- A. By prefixing the method declaration with the get or set keyword**
- B. By using a comma after the method name
- C. By using a static keyword before the method name
- D. By using a generator keyword before the method name

Q179. Which of the following syntaxes is allowed for defining methods in a class body in JavaScript?

- A. Shorthand method definition syntax**
- B. Static method definition syntax
- C. Arrow function syntax
- D. Prototype method definition syntax

Q180. What does ES6 standard allow for defining within a class body?

- A. Fields
- B. Methods
- C. Getters, setters, and generators
- D. All of the above**

Q181. What is a synonym for the term "property" in object-oriented programming?

- A. Field**
- B. Method
- C. Getter
- D. Setter

Q182. Which field syntax is currently supported in Chrome and partially supported in Firefox?

- A. Public instance fields**
- B. Private instance fields
- C. Static fields
- D. All of the above

Q183. What is a complex number?

- A. A number with both real and imaginary parts.**
- B. A number with only real part.
- C. A number with only imaginary part.
- D. A number with both rational and irrational parts.

Q184. What is JavaScript's inheritance mechanism based on?

- A. Classes
- B. Prototype**
- C. Objects
- D. Inheritance

Q185. Why is adding methods to Object.prototype considered a bad idea?

- A. It causes compatibility problems
- B. It creates confusion
- C. Properties added to Object.prototype are visible to for/in loops
- D. All of the above**

Q186. What is a subclass in object-oriented programming?

- A. A class that can only inherit methods from a superclass
- B. A class that can override methods of a superclass**
- C. A class that can only define its own methods
- D. None of the above

Q187. In object-oriented programming superclass is a \_\_\_\_\_?

- A. A class that inherits methods from another class.
- B. A class that defines its own methods.
- C. A class that is being extended or subclassed.**
- D. A class that overrides methods of another class.

Q188. What is the syntax for creating a subclass in JavaScript using ES6 class syntax?

- A. class Subclass
- B. class Subclass extends ParentClass**
- C. class Subclass extends
- D. class Subclass ParentClass

Q189. What is the use of the super keyword in a subclass constructor?

- A. It initializes the subclass's own state.
- B. It initializes the superclass state.**
- C. It initializes both subclass and superclass state.
- D. It is used to define new methods.

Q190. Which of the following is a concrete subclass of AbstractSet?

- A. AbstractEnumerableSet
- B. NotSet
- C. RangeSet**
- D. AbstractSet

Q191. 29. Which method is an abstract method of the AbstractSet class?

- A. has()**
- B. constructor()
- C. toString()
- D. size()

Q192. In JavaScript, a class is a set of objects that \_\_\_\_\_.

- A. inherit properties from different prototype objects
- B. inherit properties from the same prototype object**
- C. do not inherit any properties
- D. define their own prototype object

Q193. What is the central feature of a JavaScript class?

- A. The factory function that creates the class
- B. The state of each instance of the class
- C. The prototype object from which all instances inherit**
- D. The methods defined on each instance of the class

Q194. Which function is commonly used to create objects that inherit from a specified prototype object?

- A. Object.getPrototypeOf ()
- B. Object.setPrototypeOf()
- C. Object.create()**
- D. Object.assign ()

Q195. Which type of inheritance is used in JavaScript classes?

- A. Classical inheritance
- B. Multiple inheritance
- C. Prototype-based inheritance**
- D. Hybrid inheritance

Q196. What is the purpose of a factory function in a JavaScript class?

- A. To define the prototype object for the class
- B. To create and initialize new instances of the class**
- C. To define the methods for the class
- D. To define the state for each instance of the class

Q197. Where is the prototype object typically stored in a JavaScript class?

- A. As a property of each instance of the class
- B. In a separate file that is imported into the class
- C. As a property of the factory function that creates the class**
- D. In a global object that is accessible to all code

Q198. Which of the following statements is true about JavaScript classes?

- A. They are identical to classes in Java and C++.
- B. They use classical inheritance and type checking.
- C. They use prototype-based inheritance and are dynamically typed.**
- D. They are only used in functional programming.

Q199. What is the role of the methods defined on the prototype object in a JavaScript class?

- A. To define the state for each instance of the class
- B. To create and initialize new instances of the class
- C. To define the behavior for all instances of the class**
- D. To define the methods for each instance of the class

Q200. Which of the following is an example of a JavaScript class?

- A. An object literal with a set of properties and methods
- B. An array of objects with shared properties
- C. A set of constructor functions that create objects
- D. A factory function that returns objects with shared behavior**

Q201. How can you create a new instance of a JavaScript class?

- A. By defining a new prototype object and using it to create the instance
- B. By calling the factory function that creates instances of the class**
- C. By copying an existing instance of the class and modifying its properties
- D. By using the class keyword to declare a new instance

## Chapter 11

Q202. Which of the following is not a type in JSON?

- A. date**
- B. Object
- C. Array
- D. string

Q203. JSON elements are separated by the -

- A. line break
- B. semi-colon
- C. comma**
- D. white space

Q204. The JSON syntax is a subset of the \_\_\_\_\_ syntax.

- A. Ajax
- B. Php
- C. HTML
- D. JavaScript**



Q205. What is the default value of a constructor's prototype?

B. 1

**C. null**

D. -1

Q206. What is the default value of a constructor's prototype?

B. 1

**C. null**

D. -1

Q207. What is the return type of the method parseInt()?

A. String

B. Float

**C. Integer**

D. Date

Q208. What are Typed Arrays in JavaScript?

**A. Arrays that can only store data of a single data type**

B. Arrays that can store data of different data types

C. Arrays that can store both text and numerical data

D. Arrays that can store objects

Q209. What is the advantage of using Typed Arrays over regular JavaScript arrays?

A. Typed Arrays can store more data

**B. Typed Arrays can be accessed more quickly**

C. Typed Arrays can be resized more easily

D. Typed Arrays can store data of different data types

Q210. How is Binary Data typically used in web development?

**A. To store and transmit images, audio, and video files**

B. To store and transmit text data

C. To enhance the performance of JavaScript code

D. To provide additional security to websites

Q211. Which of the following regular expressions would match the string "hello world"?

**A. /hello world/**

B. /hello/

C. /world/

D. /goodbye/

Q212. What is the purpose of the test() method of the RegExp class?

- A. To search a string for a match to the regular expression**
- B. To replace a matched substring with a new substring
- C. To extract a matched substring from a string
- D. To return the index of the first matched substring in a string

Q213. Which of the following is a valid way to create a regular expression in JavaScript?

- A. /hello world/
- B. new RegExp("hello world")
- C. both a and b**
- D. neither a nor b

Q214. A \_\_\_\_\_ is an object that describes a textual pattern.

- A. regular expression**
- B. relational expression
- C. invocation expression
- D. assignment expression

Q215. The timestamps returned by Date.now() are measured in \_\_\_\_\_.

- A. milliseconds**
- B. seconds
- C. nanoseconds
- D. nanoseconds

Q216. The process of converting data structures into streams of bytes or characters is known as \_\_\_\_\_.

- A. parsing
- B. customization
- C. serialization**
- D. internationalization

Q217. Which one of the following is used to match a position that is not a word boundary?

- A. \$
- B. \b
- C. \B**
- D. ^

Q218. A \_\_\_\_\_ object represents a set of values known as keys.

- A. set
- B. map**
- C. prototype
- D. JSON

Q219. Which of the following statements is true about the regular expression anchor character `^` in JavaScript?

- A. The `^` character is used to match the end of a string or line.
- B. The `^` character is used to match the beginning of a string or line.**
- C. The `^` character is used to match any character except for a new line.
- D. The `^` character is used to match one or more characters.

Q220. Which flag in JavaScript regular expressions indicates that the pattern should match only at the beginning of the string or at the first character following the previous match?

- A. `g`
- B. `m`
- C. `i`
- D. `y`**

Q221. Which of the following is the correct definition of the "u" flag in JavaScript regular expressions?

- A. The "u" flag stands for "uppercase" and makes the regular expression case-insensitive.
- B. The "u" flag stands for "unique" and ensures that the regular expression matches only unique characters.
- C. The "u" flag stands for "universal" and makes the regular expression work globally across all languages.
- D. The "u" flag stands for "Unicode" and enables full Unicode support in the regular expression.**

Q222. Which of the following methods uses the local time zone and a formate that is appropriate for the user's locale?

- A. toDateString()
- B. getTime()
- C. toLocaleString()**
- D. toISOString()

Q223. What is Intl.NumberFormat in JavaScript used for?

- A. To format a number as a string using the specified locale**
- B. To format a date as a string using the specified locale
- C. To format a currency as a string using the specified locale
- D. All of the above

Q224. Which of the following is not a fundamental datatype in JavaScript?

- A. Object
- B. String
- C. Boolean
- D. Map**

Q225. How can you remove all key/value pairs from a map?

- A. Using the delete() method
- B. Using the clear() method**
- C. Using the set() method
- D. Using the remove() method

Q226. How many types of typed arrays are there in JavaScript?

- A. 6
- B. 11**
- C. 13
- D. 15

Q227. Which of the following creates a new RegExp object in JavaScript?

- A. let pattern = new RegExp("s\$");
- B. let pattern = /s\$/;**
- C. let pattern = /s\$/i;
- D. None of the above

Q228. What regular expression pattern can be used to match a two-digit number?

- A. ^d{2}/
- B. ^d\d/**
- C. ^d{2,4}/
- D. ^d{4}/

Q229. Which regular expression anchor element matches the end of a string?

- A. ^
- B. \$**
- C. \b
- D. \B

Q230. Which method is used to add 30 seconds to a Date object in JavaScript?

- A. `d.setTime(d.getTime() + 3000);`
- B. `d.setTime(d.getTime() + 30);`
- C. `d.setTime(d.getTime() + 300);`
- D. `d.setTime(d.getTime() + 30000);`**

Q231. What does JSON stand for in JavaScript?

- A. Java Serialization Object Notation
- B. JavaScript Object Notation**
- C. JavaScript Object Notifier
- D. Java Object Notation

Q232. Which of the following is a valid way to create a new Date object in JavaScript?

- A. `let d = Date();`
- B. `let d = new Date(2022-03-22`
- C. `let d = new Date("2022-03-22")`**
- D. `let d = Date("2022-03-22")`

Q233. Which of the following is an error class in JavaScript?

- A. `TimeoutError`
- B. `DivideByZeroError`
- C. `TypeError`**
- D. `SyntaxError`

Q234. Which of the following is a typed array in JavaScript?

- A. `Array`
- B. `Object`
- C. `Float64Array`**
- D. `Map`

## Chapter 13

Q235. What is the purpose of Asynchronous JavaScript?

- A. To make your code run faster
- B. To make your code more readable
- C. To allow your code to perform tasks without blocking other tasks**
- D. To make your code easier to debug

Q236. Which of the following is a way to handle asynchronous code in JavaScript?

A. Synchronous callbacks

**B. Promises**

C. Callback hell

D. All of the above

Q237. Which method is used to chain promises in JavaScript?

**A. .then()**

B. .catch()

C. .finally()

D. All of the above

Q238. What is the benefit of chaining promises in JavaScript?

A. It simplifies the code and makes it more readable

B. It allows for better error handling

C. It improves performance

**D. All of the above**

Q239. Which of the following is NOT a method used to create a Promise in JavaScript?

A. new Promise()

B. Promise.resolve()

C. Promise.reject()

**D. Promise.return()**

Q240. Which function is used to create a timer in JavaScript?

**A. setTimeout()**

B. setInterval()

C. setTimer()

D. setInt()

Q241. How many parameters can be passed to the setTimeout() function?

**B. 1**

C. 2

D. 3

Q242. Which of the following is a method used to create Shadow DOM elements in JavaScript?

A. .createElement()

**B. .createShadowRoot()**

C. .createDocumentFragment()

D. .appendChild()

Q243. Which of the following is true about Shadow DOM elements?

- A. They are part of the main document DOM
- B. They can be styled using CSS rules that are outside the Shadow DOM
- C. They are encapsulated from the main document DOM and can only be styled using CSS rules that are inside the Shadow DOM**
- D. They are identical to regular DOM elements

Q244. How do you stop a timer created by setInterval()?

- A. Using clearTimeout()
- B. Using clearInterval()**
- C. Using setTimeout()
- D. Using setIntervalTimeout()

Q245. Which of the following methods can be used to navigate to a new web page using JavaScript?

- A. window.location.href**
- B. window.location.reload()
- C. window.history.back()
- D. window.history.forward()

Q246. How are callback functions passed as arguments to another function?

- A. As strings
- B. As objects
- C. As anonymous functions**
- D. As global variables

Q247. Which function is commonly used with callbacks in JavaScript to handle errors?

- A. setTimeout()
- B. setInterval()
- C. try...catch**
- D. callbackError()

Q248. Asynchronous programming in JavaScript is done with \_\_\_\_\_.

- A. promises
- B. callbacks**
- C. events
- D. timers

Q249. Which of the following is a function that you write and pass to some other functions?

- A. promises
- B. callbacks**
- C. events
- D. timers

Q250. Which of the following is an object that represents the result of an asynchronous computation?

- A. promise**
- B. callback
- C. event
- D. timer

Q251. What is the default API for reading the contents of a file in Node.js?

- A. Synchronous function
- B. Asynchronous function
- C. Promise-based function
- D. Callback-based function**

Q252. Which method is used to register event listeners in Node.js?

- A. on()**
- B. addEventListener()
- C. register()
- D. attachListener()

Q253. What does the `fetch()` function return?

- A. A string
- B. A JSON object
- C. An HTTP response object
- D. A Promise object**

Q254. What does each invocation of the `then()` method return when using Promises in JavaScript?

- A. A new Promise object**
- B. A boolean value
- C. A JSON object
- D. An HTTP response object



Q255. What is the function used to execute a number of asynchronous operations in parallel?

- A. Promise.race()
- B. Promise.reject()
- C. Promise.all()**
- D. Promise.num()

Q256. What is Promise.all() used for in JavaScript?

- A. To run a single Promise
- B. To run multiple Promises sequentially
- C. To run multiple Promises in parallel**
- D. None of the above

Q257. When will the checkForUpdates function be executed in the line `setTimeout(checkForUpdates, 60000)`?

- A. Immediately when the line of code is executed
- B. After a delay of 60 seconds**
- C. After a delay of 6 seconds
- D. It will not be executed as the code is invalid

Q258. When should you use setInterval() instead of setTimeout()?

- A. When you want to execute a function repeatedly at a fixed interval**
- B. When you want to execute a function once after a delay
- C. When you want to execute a function immediately when the code is executed
- D. When you want to execute a function asynchronously in a separate thread

Q259. Which of the following examples are events in JavaScript?

- A. okay.addEventListener("click", applyUpdate() { ... });
- B. var x = document.getElementById("myButton");
- C. myInput.addEventListener("input", function() { ... });
- D. option a & c**

Q260. Which object represents the result of an asynchronous computation.

- A. setTimeout
- B. async/await
- C. promise**
- D. clearTimeout

Q261. Which of the following is not an example of events that can be listened for in JavaScript?

- A. moves the mouse
- B. touches a touchscreen device
- C. An element's CSS style is changed dynamically**
- D. clicks a mouse button

## Chapter 15

Q262. What is the purpose of the window object in web browsers?

- A. To define built-in types and functions
- B. To represent the HTML document
- C. To contain web APIs and window-specific features**
- D. To manipulate the DOM tree structure

Q263. What is an event target in client-side JavaScript?

- A. The type of event that occurred.
- B. The object on which the event occurred or with which the event is associated.**
- C. A function that is invoked when events of a particular type occur
- D. The most common event targets in client-side JavaScript applications

Q264. What is the return type of querySelectorAll()?

- A. An array of Element objects.
- B. A NodeList.**
- C. An array-like object known as an HTMLCollection.
- D. None of the above

Q265. Which property of Element objects can be used to add or remove CSS class names?

- A. style
- B. style
- C. classList**
- D. className

Q266. Which coordinate system is used to position an element in a document?

- A. Hardware pixel coordinates
- B. Viewport coordinates
- C. Document coordinates**
- D. Element coordinates

Q267. What is the important restriction for tag names when defining a web component?

- A. The tag name must include a hyphen**
- B. The tag name cannot include a hyphen
- C. The tag name must be a single word
- D. The tag name must include a space

Q268. What is the purpose of the Shadow DOM?

- A. To create an independent document for a custom element.
- B. To hide elements from regular DOM methods.**
- C. To provide styles that will affect both the light and shadow DOMs.
- D. To allow custom elements to be manipulated by JavaScript.

Q269. Which of the following statements is true about the DOM API?

- A. It is used for creating new elements and text nodes in JavaScript.**
- B. It is used for styling HTML elements on a webpage.
- C. It is used for creating animations and transitions on a webpage.
- D. It is used for accessing data from an external API.

Q270. What is the primary benefit of using the Fetch API in JavaScript?

- A. It allows you to create new HTML elements dynamically
- B. It allows you to handle user interactions with a web page
- C. It allows you to make asynchronous requests to a server without refreshing the page**
- D. It allows you to send emails using JavaScript

Q271. Which of the following is a benefit of using SVG graphics in HTML?

- A. They are resolution-independent and can be scaled without losing quality.**
- B. They can only be created using specialized software.
- C. They cannot be animated or manipulated using JavaScript.
- D. They are not supported by modern web browsers.

Q272. Which of the following statements is true about the transmission of cookie data between the web browser and web server in JavaScript?

- A. Cookie data is only transmitted when the user initiates a request to the server
- B. Cookie data is only transmitted when the server initiates a request to the user's browser
- C. Cookie data is automatically transmitted between the web browser and web server with every request and response**
- D. Cookie data can only be transmitted if the user explicitly grants permission to the web browser

Q273. What does SVG stand for ?

- A. Scalable Vector Graphics**
- B. Simple Vector Graphics
- C. Standardized Vector Graphics
- D. Structured Vector Graphics

Q274. The API for working with HTML documents is known as \_\_\_\_\_.

- A. Document Object Model**
- B. Global Object
- C. Web Security Model
- D. None

Q275. The web platform defines a controlled form of concurrency called \_\_\_\_\_.

- A. Document Object Model
- B. Global Object
- C. Web Security Model
- D. Web Worker**

Q276. Which of the following is a background thread for performing computationally intensive tasks without freezing the user interface?

- A. Document Object Model
- B. Global Object
- C. Web Security Model
- D. Web Worker**

Q277. Which of the following property changes to 'interactive', when the document is completely parsed?

- A. DOMContentLoaded
- B. document.write
- C. document.readyState**
- D. None of the above

Q278. Which of the following event is responsible for the transition from synchronous script execution phase to the asynchronous phase of program execution?

- A. DOMContentLoaded**
- B. document.write
- C. document.readyState
- D. None of the above

Q279. Which of the following is not a property of the global object in a web browser environment?

- A. document**
- B. console
- C. window
- D. navigator

Q280. Which of the following is not a property of the global object in a web browser environment?

- A. parseInt()
- B. isNaN()
- C. parseFloat()
- D. length()**

Q281. Which method is used to register an event handler in JavaScript?

- A. addEventListener()**
- B. registerEvent()
- C. setEvent()
- D. attachEvent()

Q282. What is event bubbling in JavaScript?

- A. The process of an event handler executing before the event itself
- B. The process of an event propagating from the innermost element to the outermost element
- C. The process of an event propagating from the outermost element to the innermost element**
- D. The process of an event handler executing multiple times

Q283. Which property is used to get or set the content of an element's "id" attribute in JavaScript?

- A. idValue
- B. idName
- C. elementId
- D. id**

Q284. Which of the following isn't a device-dependent input event?

- A. mousemove
- B. touchstart
- C. keydown
- D. pointerup**

Q285. Which of the following isn't a higher level event?

- A. focus
- B. change
- C. submit
- D. click**

Q286. Which of the following method allows us to determine the current position of an element in a viewport?

- A. scrollIntoView()
- B. scrollTo()
- C. scrollBy()
- D. getBoundingClientRect()**

## Chapter 17

Q287. What is a linter?

- A. A tool for detecting bugs in your code
- B. A tool for detecting lint in your code**
- C. A tool for detecting syntax errors in your code
- D. A tool for debugging your code

Q288. Which of the following is a popular JavaScript code formatting tool?

- A. webpack
- B. Rollup
- C. ESLint
- D. Prettier**

Q289. What is the command to install a package called “prettier” as a dev dependency?

- A. npm install prettier
- B. npm install --save-dev prettier**
- C. npm install -g prettier
- D. None of the above

Q290. How are JSX expression literals delimited?

- A. With quotation marks- " "
- B. With slashes- / /
- C. With angle brackets- < >**
- D. With curly brackets- { }

Q291. What is Flow in JavaScript?

A. A programming language

**B. A tool for checking your JavaScript code for type errors**

C. A compiler that compiles TypeScript programs into JavaScript programs

D. An extension that adds types as well as other language features to JavaScript