Module quiz: Programming Paradigms

1. Variables declared using 'let' can be reassigned.

1 / 1 ponto

◉ true

○ false

✓ **Correto**
    That's correct! Variables declared using let cannot be redeclared but can be reassigned.

2. What will print out when the following code runs?

1 / 1 ponto

```
 1
 2      function scopeTest() {
 3          var y = 44;
 4
 5          console.log(x);
 6      }
 7
 8      var x = 33;
 9      scopeTest();
10
```

○ null

○ undefined

◉ 33

○ 44

✓ **Correto**
    That's correct! x is defined in the global scope before the console.log is called.

3. What will print out when the following code runs?

1 / 1 ponto

```
 1
 2      class Cake {
 3          constructor(lyr) {
 4              this.layers = lyr;
 5          }
 6
 7          getLayers() {
 8              return this.layers;
 9          }
10      }
11
12      class WeddingCake extends Cake {
13          constructor() {
14              super(2);
15          }
16
17          getLayers() {
18              return super.getLayers() * 5;
19          }
20      }
21
22      var result = new WeddingCake();
23      console.log(result.getLayers());
24
```

○ 0

○ 2

○ 5

◉ 10

✓ **Correto**
    That's correct! The WeddingCake constructor stores the amount of layers as 2. However, WeddingCake overrides the getLayers() function to
    multiple the result by 5. Therefore, 10 is outcome.

4. What will print out when the following code runs?

1 / 1 ponto

```
 1
```

```
2        class Animal {
3
4        }
5
6        class Dog extends Animal {
7            constructor() {
8                this.noise = "bark";
9            }
10
11           makeNoise() {
12               return this.noise;
13           }
14       }
15
16       class Wolf extends Dog {
17           constructor() {
18               super();
19               this.noise = "growl";
20           }
21       }
22
23       var result = new Wolf();
24       console.log(result.makeNoise());
25
```

- ⚪ bark
- 🔘 growl
- ⚪ undefined

✓ **Correto**
That's correct! The noise property is overridden when the Wolf constructor is called.

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5. Consider this code snippet: 'const [a, b] = [1,2,3,4] '. What is the value of b?   1 / 1 ponto

- ⚪ undefined
- ⚪ 1
- 🔘 2
- ⚪ [1,2,3,4]

✓ **Correto**
That's correct! The value b is assigned the second item value of the array through de-structuring.

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6. What value will be printed out when the following code runs?   1 / 1 ponto

```
1
2        function count(...food) {
3            console.log(food.length)
4        }
5
6        count("Burgers", "Fries", null);
7
```

- ⚪ 2
- 🔘 3
- ⚪ "Burgers", "Fries", null
- ⚪ "Burgers", "Fries", undefined

✓ **Correto**
That's correct! The rest operator ... allows a function to accept an indefinite amount of parameters. The length property of the food variable will return 3 because there were 3 parameters passed to the method call. The value null counts as a parameter. Therefore, 3 will be printed out.

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7. Which of the following are JavaScript methods for querying the Document Object Model? Select all that apply.   1 / 1 ponto

- ☑ getElementsByClassName

✓ **Correto**
That's correct! getElementsByClassName will return all elements with the specified class.

☐ getElementsById

☑ getElementById

⊘ **Correto**
That's correct! `getElementById` will return the first matching element with the specified ID.

☐ getElementByClassName

☐ queryAllSelectors

☑ querySelector

⊘ **Correto**
That's correct! `querySelector` will return all elements matching the specified CSS selector.

8. Which of the following methods convert a JavaScript object to and from a JSON string?   **1 / 1 ponto**

☑ JSON.parse

⊘ **Correto**
That's correct! `JSON.parse` will convert a JSON string to a JavaScript object.

☑ JSON.stringify

⊘ **Correto**
That's correct! `JSON.stringify` will convert a JavaScript object to a JSON string.

☐ JSON.fromString

☐ JSON.toString

9. What will be the result of running this code?   **1 / 1 ponto**

```
1    const letter = "a"
2    letter = "b"
```

◉ Uncaught TypeError: Assignment to constant variable

◯ b

◯ a

◯ Uncaught SyntaxError: Invalid or unexpected token

⊘ **Correto**
That's correct. You cannot reassign a variable assigned using the `const` keyword.

10. What is a constructor?   **1 / 1 ponto**

◉ A function that is called to create an instance of an object.

◯ An instance of a class.

◯ A specific object that has been created using the class name.

◯ An object literal

⊘ **Correto**
Correct. A constructor function details how an object will be built using the keyword new.