

Final graded quiz: Programming with JavaScript

1. What will be the output of the following JavaScript?

1 / 1 ponto

```
1
2  const a = 2;
3  const b = 4;
4  if(a == 2 && b == 8) {
5    console.log("Green");
6  } else {
7    console.log("Blue");
8  }
9
```

- ☐ Green
- ☒ Blue
- ☐ Nothing

✓ Correto

That's correct! The AND operator requires both conditions to be true to result in a true value. Since b is equal to 4, the condition fails and the code inside the else statement will execute. Therefore, Blue will be output.

2. What will be the output of the following JavaScript?

1 / 1 ponto

```
1
2  var message = "Hello";
3  message += " World!";
4  message = "Goodbye!";
5  console.log(message);
6
```

- ☐ Hello
- ☐ World!
- ☐ Hello World!
- ☒ Goodbye!

✓ Correto

That's correct! The message variable is re-assigned as *Goodbye!* and output in the console.

3. What is the data type of the x variable in the following code?

1 / 1 ponto

```
1
2  var x = 23.2;
3
```

- ☒ Number
- ☐ BigInt
- ☐ String
- ☐ Boolean

✓ Correto

That's correct. Numbers can store whole numbers such as 23 and decimal numbers such as 23.2.

4. What will the following JavaScript code output?

1 / 1 ponto

```
1
2  var x = 20;
3
4  if(x < 5) {
5    console.log("Apple");
6  } else if(x > 10 && x < 20) {
7    console.log("Pear");
8  } else {
```

```
9 | console.log("Orange");
10 | }
11 |
```

- ☐ Apple
- ☐ Pear
- ☒ Orange

✓ Correto

That's correct! All conditions will fail because x is equal to 20. Therefore, the code inside the else statement will run and output Orange.

5. What will the following JavaScript code output?

1 / 1 ponto

```
1
2 var result = 0;
3
4 for(var i = 0; i < 5; i++) {
5   result += 2;
6 }
7
8 console.log(result);
9
```

- ☐ 0
- ☐ 2
- ☐ 5
- ☒ 10

✓ Correto

That's correct! The loop will run 5 times and each time add 2 to the result variable. Therefore, 10 will be output.

6. What will the following JavaScript code output?

0 / 1 ponto

```
1
2 var result;
3 console.log(result);
4 result = 7;
5
```

- ☐ null
- ☒ undefined
- ☐ 7

✗ Incorreto

Not quite. Revise the item *Undefined, Null and Empty Values* in *Error Handling*.

7. What's missing from this JavaScript function declaration?

1 / 1 ponto

```
1
2 function(a,b) {
3   return a + b
4 }
5
```

- ☒ The function name.
- ☐ The assignment operator.
- ☐ The dot notation.

✓ Correto

Well done. When coding function declarations, you need to give them a name.

8. What is the output of the code below?

1 / 1 ponto

```
1
2 var cat = {}
3 cat.sound = "meow"
4 var catSound = "purr"
5 console.log(cat.sound)
6
```

- ☒ meow
- ☐ purr
- ☐ {}
- ☐ catSound

✓ Correto

Well done. Revise Module 2 Lesson 2 "CSS Basics".

9. What is the output of the code below?

1 / 1 ponto

```
1
2 var veggies = []
3 veggies.push('parsley')
4 veggies.push('carrot')
5 console.log(veggies[2])
6
```

- ☒ undefined
- ☐ 2
- ☐ 1
- ☐ 3

✓ Correto

Well done. Trying to output the third item in the veggies array, using the syntax veggies [2] will console log undefined because the veggies array has only 2 items, "parsley" and "carrot".

10. Which of the following HTML attributes is used to handle a click event?

1 / 1 ponto

- ☒ onclick
- ☐ addEventListener('click')
- ☐ 'click'

✓ Correto

Well done. The onclick HTML attribute is used to handle click events.

11. How do you create a new h2 element using JavaScript?

1 / 1 ponto

- ☒ With document.createElement('h2')
- ☐ With document.buildElement('h2')
- ☐ With document.addElement('h2')

✓ Correto

Well done. You create new elements on the document object using the createElement function.

12. True or false? Using the npm init -y command you can initialize a new project with npm with all the prompts answered with a 'yes'.

1 / 1 ponto

☒ true

☐ false

✓ **Correto**

Well done. Using `npm init -y` is handy way to save time setting up a new project.