

Date submitted	03-Oct-2022 9:10 AM
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Score	-45 / 75 (-60%)
Duration	04m:57s



Presents

Welcome to SPI Placement League 2022

Phase - 02

Timing : 12:00 Onwards

Venue : Softpro House (Sparrow Hall)

No of Rounds : 02

Round 1 : Rapid Fire

Round 2 : Live Coding and Self Evaluation

Rules of Quiz are As Follows:-

- 1. Event Manager Shuffles the Card, 1 Random Card Drawn by Choice will done By Jury member.**
- 2. SG of Team, Has to Login His Account and Ask for the Quiz Assignment from Technical Operator.**
- 3. Team Member Knowing the Answer has to Recall the Options or Answer Name, & Then SG, click the options and Proceeds.**
- 4. Results will shown On the spot so that Results are not biased.**
- 5. Judges will Note Down the Time of Each Team and Assign with Bonus if Qualified for the Bonus.**
- 6. SG has to Declare if he is using, Staphne or Not**

Round : Rapid Fire

- 1. Every Question is mendatory, you cannot skip any Question.**
- 2. Every Question is asked in Random Order hence it donot follow any sequence.**
- 3. You have 60 Seconds, for each Question and Timer will be Running on the screen (5 Minutes) + Another 60 Second For Bonus.(1 Minute)**
- 4. Before you start the Question you will have a 3,2,1 count down before you start.**
- 5. For Each Correct Option By Team Member gets +5 for Correct and -5 for Negative Options.**
- 6. For Correct Option By Buddy Member gets + 25 for correct and -25 for Negative Options.**
- 7. for SG correct + 10 and -10 for Negative Options.**

8. You can use staphne (Mohd Kaif) for Scoring better, But have to compromise with the Team Member chance, and Risk Factor will Also be High

9. for Staphne Correct Option You get +5 wrong -10

10. Any Team who Submit Question within Before last 1 Minute, gets +10 Bonus (This is Maintained By Judges)

11. As Earlier Buddy is most Scoring Candidate hence Entire Team Can, Help the Buddy with Question.

All the Best to the Team !!!



Points:
5/5

1. what is Output of null + ""

- ☐ NAN
- ☒ null ✓
- ☐ Error
- ☐ String



Points: -
5/5

2. what is Output of "" + null

- ☐ String
- ☐ null ✓
- ☐ Error
- ☒ NAN ✗



Points: -
10/10

3. what is correct way of Running a Javascript using anchor Tag (for SG)

- ☒ anchor onclick="func()"; ✗
- ☐ anchor href="#" onclick="func()";
- ☐ anchor onclick="func()" href="https://someurl.com"
- ☐ anchor href="javascript:func()"; ✓



Points:
5/5

4. what is Output of Object+""

- ☐ Object Object
- ☐ Object
- ☐ string
- ☒ function Object() ✓



Points: -
5/5

5. How to call, any one using phone in a website ?

- ☐ a onclick="call('xxx-xxx-xxxx');"
- ☐ a onclick="call('xxx-xxx-xxxx') href="#";
- ☒ a href="tel:xxx-xxx-xxxx" ✓
- ☐ a href="tel:xxx-xxx-xxxx" onclick="call(this.value)"



Points: -
5/5

6. when object is concatenated with "" of string type then, it leads

- ☐ gets Converted to Object
- ☒ get Converted to String ✗
- ☐ get Converted to Null
- ☐ Exception Error ✓



Points: -
5/5

7. by default position of shadow on any element is

- ☐ -top -left ✓
- ☒ top left ✗
- ☐ top bottom
- ☐ -bottom -left



Points: -
5/5

8. if you apply padding on any element correct order of padding:npx will be

- ☐ left=bottom=right=top
- ☐ right=bottom=top=left
- ☐ top=left=bottom=right ✓
- ☒ top=bottom=right=left ✗



Points: -
25/25

9. what is Output of ""+null == null+"" By conventions is ? (for Buddy)

- ☐ 1 ✓
- ☒ 0 ✗
- ☐ None of below



Points: -
5/5

10. the only property in css to add shadow inside the box

- ☐ box-shadow:npx inset
- ☐ box-shadow:npx npx npx inset ✓
- ☒ box-shadow:npx npx inset ✗
- ☐ box-shadow:inset