Date submitted	02-Oct-2022 1:52 PM
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Score	-15 / 75 (-20%)
Duration	03m:42s

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 are promises in Javascript

○ **promises are objects In Javascript.** ✖
○ Promises are Langauge Construct.
○ An Object which solves the problem of pending state. ✔
○ Promises are anonynmous function In Javascript.

✔
Points: 25/25

2. How to delete the element in local Storage (for Buddy)

○ localStorage.remove()
○ localStorage.removeKey()
○ **localStorage.removeItem()** ✔
○ localStorage.delete()

✖
Points: -5/5

3. Who owns Node Js of Javascript Now ?

○ Chrome Browser ✔
○ **Mozilla** ✖
○ Microsoft
○ Opera

✖
Points: -10/10

4. This perticular Tag in form Elements are used when you want to group the items of choice together (for SG)

○ **optiongroup** ✖
○ select
○ legend and fieldset ✔
○ checkbox

✖
Points: -5/5

5. document.localStorage is used to set the data permanently on the Browser.

○ **true** ✖
○ false ✔

6. Which statement is correct of HTML Collection

✖ Points: - 5/5

- ○ HTMLCollection is a Object But not Array
- ◉ **HTMLCollection is a Collection Array and Object** ✖
- ○ HTMLCollection is a Collection Object But not Array ✔
- ○ HTMLCollection is a Collection Object and Array

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7. _____ attribute is Part of HTML 5

✖ Points: - 5/5

- ○ data-* ✔
- ○ hidden
- ◉ **color** ✖
- ○ style

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8. Js was Invented How many hours.

✖ Points: - 5/5

- ○ 240 Hours ✔
- ◉ **120 hours** ✖
- ○ 24 hours
- ○ 72 hours

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9. localstorage is _____

✔ Points: 5/5

- ○ DOM + BOM
- ◉ **BOM** ✔
- ○ DOM
- ○ console Object

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10. What is the Range of the Z index in Css

✖ Points: - 5/5

- ○ -n to n but n != 0
- ○ 0 to -n
- ○ -n to n ✔
- ◉ **0 to n** ✖