

PYTHON TO JAVASCRIPT QUIZ

Total points 41/73

Module 3 - JavaScript - Chapter 1

The respondent's email (**nong.phloeut@student.passerellesnumeriques.org**) was recorded on submission of this form.

✗ When we include JavaScript from HTML with a `<script>` tag, where does the code run? 0/3

- ☒ On the Web Server, e.g. the computers at Google ✗
- ☐ On the Cloud
- ☐ As a Windows application
- ☐ Inside the web browser
- ☐ In your mind

Correct answer

- ☒ Inside the web browser



✗ What are the advantages of using an **external** .js file instead of inline script? Check **all that apply**. 0/5

- ☐ It's more widely supported between different browsers
- ☒ It makes both HTML and JavaScript easier to maintain ✓
- ☐ Separate JavaScript files are required for mobile applications to function correctly
- ☒ It helps separate program logic from page layout ✓
- ☒ JavaScript will not run unless it is in a file with a .js extension ✗
- ☐ JavaScript files can be cached and reused in the browser, to reduce bandwidth and page loading time

Correct answer

- ☒ It helps separate program logic from page layout
- ☒ JavaScript files can be cached and reused in the browser, to reduce bandwidth and page loading time
- ☒ It makes both HTML and JavaScript easier to maintain

✓ Where do browser JavaScript error messages usually appear? 3/3

- ☐ In the server's web logs
- ☐ In AppData/javascript/logs on Windows, or /var/log/javascript in Linux
- ☒ In the browser console ✓



- ☐ At the top of the webpage
- ☐ Somewhere in the middle of the webpage
- ☐ On BayonTV every night at 9pm weekdays and 10pm weekends

✓ Inside which HTML element do we put the JavaScript? 3/3

- ☐ <javascript>
- ☒ <script>
- ☐ <js>
- ☐ <style>



✓ What does the following code do?

4/4

```
<!DOCTYPE html>
<html>
  <body>

    <h2>Hello World</h2>
    <script>
      console.log(2 + 2);
    </script>

  </body>
</html>
```

- ☐ Show 'Hello World' in the browser and '2 + 2' in the console
- ☐ Show 'Hello World2 + 2' in the browser
- ☒ Show 'Hello World' in the browser and 4 in the console
- ☐ Show 'Hello World4' in the browser
- ☐ Show 'Hello World' in the browser and a compiler error in the console
- ☐ Show '4' in the browser
- ☐ Show 'Hello World', and pop up an alert message box containing '4'
- ☐ Show '2 + 2' in the browser
- ☐ Error



✗ What does the following code output?

0/4

```
<!DOCTYPE html>
<html>
  <body>

    Hello World
    <script>
      document.write(0 / 5);
    </script>

  </body>
</html>
```

- ☐ Hello World 0
- ☐ 0
- ☒ Error
- ☐ Hello World
- ☐ 'Hello World' in the browser and 0 in the console
- ☐ Hello World 0 / 5
- ☐ Hello World undefined

✗

Correct answer

- ☒ Hello World 0



✓ What is the correct syntax for referring to an external 3/3 script called "main.js"?

- ☐ <script href="main.js"></script>
- ☒ <script src="main.js"></script>
- ☐ <script name="main.js"></script>
- ☐ <script link="main.js"></script>



✗ What will this code output?

0/4

```
const PI = 3.14;  
let radius = 2.0;  
PI    *= radius;  
console.log( PI );
```

- ☐ 2.0
- ☒ 3.14
- ☐ 6.28
- ☐ 5.14
- ☐ Error



Correct answer

- ☒ Error



Feedback

Attempting to change a variable defined as 'const' will result in a *TypeError*.

✓ What is the output of the code below?

3/3

```
var sum = 0;
for (let i = 1; i <= 7; i++) {
  sum += i;
}
console.log(sum);
```

28



✗ What is output of the code below? Read every line carefully.

0/6

```
let i = 1;
let sum = 0;
while(i <= 5) {
  sum += i;
  i++;
}
console.log(i + sum*2)
```

35



Correct answer

36



✓ What is output of the code below?

4/4

```
var foodOrder = ["Pizza", "Hamburger", "Bread", "Cheese", "Meat", "Milk"];  
for (food in foodOrder) {  
  if (food == 3) {  
    console.log(foodOrder[food]);  
  }  
}
```

Cheese



✓ What is output of the code below?

5/5

```
var foodOrder = ["Pizza", "Hamburger", "Bread", "Cheese", "Meat", "Milk"];  
for (food of foodOrder) {  
  if (food == foodOrder[2]) {  
    console.log(food);  
  }  
}
```

Bread



✓ What will this code output?

3/3

```
let maths = 3+4;
let answer = "7";
if (maths === answer) {
    console.log("true");
} else {
    console.log("false");
}
```

- ☐ true
- ☒ false
- ☐ syntax error
- ☐ runtime error



✓ What will this code output?

3/3

```
let maths = 3+4;
let answer = "7";
if (maths == answer) {
    console.log("true");
} else {
    console.log("false");
}
```

- ☒ true
- ☐ false



- ☐ syntax error
- ☐ runtime error

✗ What will this code output?

0/1

```
let maths = 4+4;  
let answer = "5";  
if (maths = answer) {  
    console.log("true");  
} else {  
    console.log("false");  
}
```

- ☐ true
- ☐ false
- ☒ syntax error
- ☐ runtime error

✗

Correct answer

- ☒ true

Feedback

Be careful! if (maths = answer) will assign "answer" to "maths" and return "true", without giving an error!



✓ What will this output?

4/4

```
let x = "Text" + 16 + 8;  
console.log(x);
```

- ☐ Text24
- ☒ Text168
- ☐ Syntax error
- ☐ Runtime error



✓ What will this output?

6/6

```
let square = (n) => {  
  return n * n;  
}  
  
let numbers = [1, 2, 5, 5];  
  
for (let i in numbers) {  
  numbers[i] = square(numbers[i]);  
}  
console.log(numbers);
```

- ☐ "1255"
- ☐ "0123"
- ☐ [1, 2, 5, 5]
- ☐ [0, 1, 2, 3]
- ☒ [1, 4, 25, 25]
- ☐ [1, 2, 4, 8]
- ☐ "numbers"
- ☐ Error



✖ What will this output?

0/4

```
let pokemon = {  
  pikachu: 'electric',  
  charmander: 'water',  
  bulbasaur: 'earth'  
}  
delete pokemon.pikachu;  
charmander = 'fire';  
pokemon.bulbasaur = 'grass';  
console.log(pokemon);
```

- ☒ {charmander: 'fire', bulbasaur: 'grass'} ✖
- ☐ {charmander: 'fire', bulbasaur: 'earth'}
- ☐ {charmander: 'water', bulbasaur: 'grass'}
- ☐ {charmander: 'water', bulbasaur: 'earth'}
- ☐ {pikachu: 'electric', charmander: 'fire', bulbasaur: 'grass'}
- ☐ {pikachu: 'electric', charmander: 'water', bulbasaur: 'grass'}
- ☐ {pikachu: 'electric', charmander: 'fire', bulbasaur: 'earth'}
- ☐ {charmander, bulbasaur}
- ☐ {}
- ☐ Error

Correct answer

- ☒ {charmander: 'water', bulbasaur: 'grass'}



✗ What will the following code output?

0/2

```
if(1 > 0) {  
    let scopedVariable = "limited scope";  
}  
console.log(scopedVariable);
```

- ☒ "limited scope"
- ☐ (nothing)
- ☐ "scopedVariable"
- ☐ Error

✗

Correct answer

- ☒ Error



✗ What will the following code output?

0/3

```
let rice = 100;  
let total = 0;  
for (let bags = 0; bags < 3; bags++) {  
    total += bags * rice;  
}  
console.log(total + bags);
```

- ☐ 0
- ☐ 100
- ☐ 300
- ☐ 302
- ☐ 303
- ☒ 603
- ☐ Error

✗

Correct answer

- ☒ Error

Feedback

The last line of the code produces a ReferenceError. 'bags' was declared inside the scope of the 'for' loop, and is no longer accessible.



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