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JavaScript Objects and JSON - Quiz Web

Below is a scored review of your assessment. All questions are shown.

	Correct Answer		Partially Correct		Incorrect Answer

1   Is it true to say WeakMap objects are collections of key/value pairs in which the keys and the values are some arbitrary values.

Your Answer   No

Correct Answer   Yes

Justification

WeakMap objects are collections of key/value pairs in which the keys and the values can be any arbitrary values. Unlike regular Maps, WeakMaps only accept objects as keys and the values are weakly referenced, which means they can be garbage-collected if there are no other references to them.

2   What will be the values firstname and surname of the following JavaScript code denote?

```
var book = {
  "main title": "JavaScript",
  "sub_title": "The Definitive Guide",
  "for": "all audiences",
  author: {
    firstname: "David",
    surname: "Flanagan"
  }
};
```

Your Answer   property names

Correct Answer   property values

Justification

The given JavaScript code defines an object **book** with various properties and values, including an object property **author** with its own properties **firstname** and **surname**. The question asks for the values of **firstname** and **surname**, which are "David" and "Flanagan" respectively, hence the correct answer is "property values".

3   How is object destructuring done?

```
let fruits = ["Apple", "Banana"];
```

Your Answer   let [a, b] = fruits;

Correct Answer   let [a, b] = fruits;

Justification

To perform object destructuring in JavaScript, you need to use the following syntax:

```
let fruits = ["Apple", "Banana"];
```
```
let [firstFruit, secondFruit] = fruits;
```

After executing the above code, firstFruit will be assigned the value "Apple"2, and secondFruit will be assigned the value "Banana". Object destructuring allows you to extract values from arrays or objects and assign them to variables in a concise and readable way.

In this case, the array elements are being destructured and assigned to individual variables.

4   What will be the output of the following JavaScript code?

```
const object1 = {};
a = Symbol('a');
b = Symbol.for('b');
object1[a] = 'harry';
object1[b] = 'derry';
const objectSymbols = Object.getOwnPropertySymbols(object1);
console.log(objectSymbols.length);
```

Your Answer   2

Correct Answer   2

Justification

The given JavaScript code creates an empty object object1 and adds two properties to it using Symbol keys **a** and **b**. The object1now has two own properties. Then, the **Object.getOwnPropertySymbols()** method is used to get an array of Symbol keys of object1, and the length of this array is printed to the console. Since there are two Symbol properties in object1, the length of **objectSymbols** array will be 2. Hence, the correct answer is 2.

5   Identify the process done in the following JavaScript code snippet?

```
o = {
  x: 1,
  y: {
    z: [false, null, ""]
  }
};
s = JSON.stringify(o);
p = JSON.parse(s);
```

Your Answer   Object Serialization

Correct Answer   Object Serialization

Justification

The given JavaScript code snippet demonstrates object serialization, which is the process of converting a JavaScript object into a JSON string using the JSON.stringify() method. The resulting JSON string can then be parsed back into a JavaScript object using the JSON.parse() method, which is known as deserialization. Hence, the correct answer is "Object Serialization".

6   Object _____ is the process of converting an objects state to a string from which it can later be restored.

Your Answer   serialization

Correct Answer   serialization

Justification

Serialization is the process of converting an object's state to a string from which it can later be restored. It involves converting the object's properties and values into a format that can be easily stored or transmitted, such as JSON or XML.

7   An object's _____ attribute is a sting that provides information about the type of the object.

Your Answer   class

Correct Answer   class

Justification

An object's class attribute is a string that provides information about the type of the object. In JavaScript, the class attribute of an object is a string that specifies the name of the constructor function that was used to create the object. It can be accessed using the "constructor.name" property of the object.

8   Which is/are the correct syntax(s) to access an object property in JavaScript?

Your Answer   objectName["propertyName"]
                                   objectName.propertyName

Correct Answer   objectName["propertyName"]
                                   objectName.propertyName

Justification

Option 3 and 4 both are correct syntax for accessing an object. Option 3 is a method where square bracket is used along with property name is given in string and option 4 is a dot method of accessing a object's property.

9   What will be printed in the console on execution of the below code?

```
var materials = ['Table', 'Chair', 'Boxes', 'Press'];
console.log(materials.map(material => material.length));
```

Your Answer   [5, 5, 5, 5]

Correct Answer   [5, 5, 5, 5]

Justification

The code uses the map() method on the "materials" array to create a new array by applying a function to each element of the original array. The function used calculates the length of each string in the "materials" array using the arrow function syntax, and the resulting array will contain the lengths of the strings in the original array, which are all 5 characters long.

10   What is the purpose of toJSON in javascript?

Your Answer

The toJSON method is used to customize the serialization process of objects into a JSON string when using the JSON.stringify() method

Correct Answer

The toJSON method is used to customize the serialization process of objects into a JSON string when using the JSON.stringify() method

Justification

The toJSON method is used to customize the serialization process of objects into a JSON string when using the JSON.stringify() method

Summary

I'm done.

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