Q1. Which of the following best describes constructor functions?

1. They are a special type of function and must be prefixed with the 'constructor' keyword.
2. They are a special type of function and must be prefixed with the 'const' keyword.
3. They are just like any other function, except that they are used only in classes.
4. They are just like any other function, but they use the 'this' keyword to assign values to new objects.

ANS : D

Q 2. Given the following code, what is the correct way to set the student's fullName?

var student = {};

Object.defineProperty(student, 'fullName',

{

set: function(value) {

this.name.fullName = value;

}

}

);

1. student.setFullName('John Doe')
2. student.fullName('John Doe')
3. student.fullName = 'John Doe'
4. student.fullName.set('John Doe')

ANS : C

Q 3. Given the following code:

function Cat(name, color) {

this.name = name

this.color = color

}

Cat.prototype.age = 3

var fluffy = new Cat('Fluffy', 'White')

var muffin = new Cat('Muffin', 'Brown')

fluffy.age = 4

What does muffin.age return?

1. 3
2. null
3. undefined
4. 4

ANS : A

Q 4. Given the following code:

function Cat(name, color) {

this.name = name

this.color = color

}

Cat.prototype.age = 3

var fluffy = new Cat('Fluffy', 'White')

Cat.prototype = {age: 5}

What does fluffy.age return?

1. 5
2. null
3. undefined
4. 3

ANS : D

Q 5. When inheriting from another class using the class syntax, how would you call the parent class' constructor function?

1. this.protoype()
2. super()
3. base()
4. this.protoype.constructor()

ANS : B

Q 6. What is the simplest way to create objects?

1. Constructor Functions
2. Classes
3. Object.create
4. Object Literals

ANS : D

Q 7. If you want to add a property to an object after the object has been created, you \_\_\_\_\_\_\_\_\_.

1. must first modify the class or function from which the object is derived
2. just simply do it
3. must create a new object with the correct shape and copy the values from the old object

ANS : B

Q 8. Which property attribute would you use to prevent a property's value from being changed?

1. configurable
2. readonly
3. editable
4. writable

ANS : D

Q 9. Given the following code:

function Cat(name, color) {

this.name = name;

this.color = color;

}

var fluffy = new Cat('Fluffy', 'White)

What is the correct way to access fluffy's prototype in most browsers?

1. Cat.\_\_proto\_\_
2. fluffy.prototype
3. fluffy.\_\_proto\_\_
4. Cat.prototype

ANS : C

Q 10. Which of the following is valid syntax for accessing the 'First Name' property on the 'cat' object?

1. Object.getPropertyValue(cat, 'First Name')
2. cat['First Name']
3. cat('First Name')
4. cat.firstName

ANS : B

Q 11. JavaScript variables are scoped at

1. The point which they are defined
2. The current block level
3. The level of the function

ANS : C

Q 12. JavaScript functions always return a value

1. False
2. True

ANS : B

Q 13. The setTimeout function will...

1. wait until the previous exclusion completes to start a timer period.
2. only execute the function once the delay period expires
3. execute the provided function once the delay period expires continiously

ANS : B

Q 14. The minimum time for a JavaScript timer is

1. 0 seconds
2. 100 milliseconds
3. 4 milliseconds
4. 1 second

ANS : C

Q 15. The data in a Promise can change between handlers

1. True
2. False

ANS :B

Q 16. Which pattern is used to provide a simplified interface to a complicated system?

1. Simple
2. Facade
3. Flyweight

ANS : B

Q 17. Which type of patterns are concerned with the assignment of responsibilities between objects and how they communicate?

1. Structural
2. Behavioral
3. Creational

ANS : B

Q 18. Which pattern allows a collection of objects to watch an object and be notified of changes?

1. Mediator
2. Observer
3. Command

ANS : B

Q 19. Creational Design Patterns are primarily interested in:

1. The structure of objects
2. The relationship between objects
3. Constructing new objects

ANS : C

Q 20. When a new object is created, the object's prototype is copied to the new object.

1. False
2. True

ANS : A