✓ **Congratulations! You passed!**
TO PASS 65% or higher

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Going deeper into JavaScript summary quiz

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1. What does this code do?

`1 / 1 point`

```
1  var a = 3;
```

○ calls a function called "a" with an argument 3

○ adds 3 to the variable 3

○ creates a new function with an argument 3

◉ creates a new variable with value 3

> ✓ **Correct**
> Exactly right!

2. If you had a variable called "a" How would you set a new variable "b" to one more than a?

`1 / 1 point`

○ var b = 1;

○ var a + 1 = b;

○ var a = b + 1

◉ var b = a + 1;

> ✓ **Correct**
> Yes - b becomes equal to a+1

3. Which of these is a correct if statement?

`1 / 1 point`

○
```
1 ▾ if myif(a > 3){
2      console.log("hello");
3  }
```

◉
```
1 ▾ if (a > 3){
2      console.log("hello");
3  }
```

○
```
1  if {a > 3}(
2      console.log("hello");
3  )
```

○
```
1 ▾ if a > 3 {}[
2      console.log("hello");
3  ]
```

> ✓ **Correct**
> Yes - that is the right syntax for an if statement

4. To create a condition where two things are equal we use two equals signs == (to distinguish it from one = which sets the value of a variable). How would you write a condition to check if variable a is one less than variable b?

`1 / 1 point`

◉ a == b - 1

○ a == {b - 1}

○ a == b

○ a == {b == -1}

5. If you are going backwards through 4 images with a counter, how do you loop back to the end when the counter goes below 1?

`1 / 1 point`

○
```
1 ▾ if(counter > 4){
2       counter = 4;
3 }
```

○
```
1 ▾ if(counter < 1){
2       counter = 1;
3 }
```

○
```
1 ▾ if(counter > 1){
2       counter = 1;
3 }
```

◉
```
1 ▾ if(counter < 1){
2       counter = 4;
3 }
```

✓ **Correct**

Yes - when you go below 1 (the first image) go to 4 (the last image)

6. How would you set an interval so function "f" gets called every half second?

`1 / 1 point`

◉
```
1   setInterval(f, 500);
```

○
```
1   setInterval(f, 1/2);
```

○
```
1   setInterval(f, 1/120);
```

○
```
1   setInterval(f, 0.5);
```

✓ **Correct**

Yes - intervals are specified in milliseconds, so 500 milliseconds makes half a second

NB the answers 0.5 and 1/2 are identical. If you have experience of other programming languages you might think this is wrong, because 1/2 is an integer (whole number) division and will return a whole number. In JavaScript this is not the case because it distinguish between integer and floating point numbers. (As usual if you don't have experience in other languages and don't know what I am talking about, don't worry it just works)

7. What is content of the element with id "number" at the end of this code?

`0 / 1 point`

```
1   var myVar = 1;
2   $("#number").html(myVar+1);
3   myVar = myVar + 1;
```

◉ 3

○ 4

○ 2

○ 1

! **Incorrect**

No - the text in the element isn't affected by later changes to myVar

8. How do you save the content of an html element to a variable?

`1 / 1 point`

```
1  string content = $("#title").html();
```

```
1  $("#title").html(var content);
```

```
1  var content = $("#title").html();
```

```
1  var content = $("#title");
```

✓ **Correct**

Yes - create a variable , use jquery to get the content and use = to put that content in the variable

9. After this code, what is the content of element "title"?

0 / 1 point

```
1  var number = 1;
2 ▾ if(number == 1){
3    $("#title").html("chapter" + number + 1);
4  }
5 ▾ if(number == 2){
6    number = number + 2;
7  }
8  $("#title").html("chapter" + number);
```

○ chapter3

◉ chapter2

○ chapter4

○ chapter1

! **Incorrect**

No - think carefully about which if statements are triggered and which are not

10. What gets printed out by this code? (select all that are printed)

1 / 1 point

```
1   var a = 1;
2 ▾ if (a == 1){
3     console.log("one");
4     a = a + 1;
5   }
6 ▾ if (a == 1){
7     console.log("two");
8   }
9   a = a + 1;
10 ▾ if (a == 2){
11    console.log("three");
12    a = a + 1;
13  }
14 ▾ if (a == 4){
15    console.log("four");
16  }
```

☐ two

☐ four

☑ one

✓ **Correct**

Yes - a starts out as 1 so the first if statement is triggered. The first if statement changes a to 2, so the second if statement is not triggered. The line outside the if statement changes a to 3, so the third if statement is not triggered. This means that the line is the third if statement that changes a does not happen, so a stays at 3 and the final if statement is not triggered

☐ three