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JS Briefing
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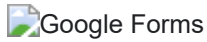
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JS Briefing

part- 1

Email *

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What is the outcome of this statement?
console.log('hi!'.length);
*

◉   3 is printed to the console.

○   'hi!'.length will be printed to the console.

○   1 is printed to the console.

○   hi! is printed to the console.

What is the correct way to call the **random** method on the **Math** global object? *

○ Math(random)

◉ Math.random()

○ random.Math()

○ math.random()

What is the correct way to call a string's built-in method? *

○ toUpperCase.'codecademy'();

○ 'codecademy'.toUpperCase;

○ 'codecademy'.toUpperCase();

◉ toUpperCase('codecademy');

What is string interpolation? *

○ Changing the value of a variable.

◉ Using template literals to embed variables into strings.

○ Joining multiple strings together using operators like +

○ Printing a string to the console.

What will the following code print to the console?

let num = 10;
num *= 3;
console.log(num);
*

○ 'num'

◉ 30

○ 3

○ 10

How would you properly refactor this code block using the ternary operator?

```
if (walkSignal === 'Walk') {
    console.log('You may walk!');
} else {
    console.log('Do not walk!');
}
```
*

○ walkSignal ? console.log('You may walk!') : console.log('Do not walk!');

○ walkSignal === 'Walk' ? ('You may walk!') : ('Do not walk!');

◉ walkSignal === 'Walk' ? console.log('You may walk!') : console.log('Do not walk!');

○ walkSignal === 'Walk' : console.log('You may walk!') : console.log('Do not walk!');

If **isHungry** equals **true**, which of the following expressions evaluates to **true**?

*

○ !isHungry === true

○ !isHungry

○ isHungry === false

◉ isHungry !== false

What will the code block log to the console?

```
let runTime = 35;
let runDistance = 3.5;

if (runTime <= 30 && runDistance > 3.5) {
  console.log("You're super fast!");
} else if (runTime >= 30 && runDistance <= 3) {
  console.log("You're not making your pace!");
} else if (runTime > 30 || runDistance > 3) {
  console.log("Nice workout!");
} else {
```

```
    console.log("Keep on running!");
}
```
*

○ Nice workout!

○ You're not making your pace!

○ You're super fast!

○ isHungry !== false

What will the following code log to the console?

```
let needTacos = true;

if (needTacos) {
    console.log("Finding tacos");
} else {
    console.log("Keep on keeping on!");
}
```
*

○ Keep on keeping on!

◉ Finding tacos

What will the code block log to the console?

```
let groceryItem = "apple";

switch (groceryItem) {
  case "tomato":
    console.log("Tomatoes are $0.49");
    break;
  case "lime":
    console.log("Limes are $1.49");
    break;
  case "papaya":
    console.log("Papayas are $1.29");
    break;
```

```
      default:
        console.log("Invalid item");
        break;
    }
```
*

◯ Tomatoes are $0.49

◯ Papayas are $1.29

◉ Invalid item

◯ Limes are $1.49

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