1.输出结果

var x,y,z=1;

console.log(x,y,z)

2.

var a1=3; var a2= "4";

console.log(a1+a2);

3.

var cars=["Saab","Volvo","BMW"];

console.log(cars[1])

4. 相等判断

console.log("11" == 11,"11" === 11);

console.log(null === undefined )

console.log(null == undefined)

5.迭代遍历对象,输出对象所有属性名和属性值

var person={fname:"John",lname:"Doe",age:25};

6.输出类型

typeof "John"

typeof 3.14

typeof false

typeof [1,2,3,4]

typeof {name:'John', age:34}

typeof null

typeof undefined

7.条件判断

var x = 0;

if (x = 0) //true or false?

var x = 0;

if (x = 10) //true or false?

var x = 0;

if (x = = 0) //true or false?

8.找出语句错误

websites = {site:"菜鸟教程", url:"www.runoob.com", like:460,}

9.写出输出结果

function outer() {

var result = [];

for (var i = 0; i<3;i++){

result[i] = function () {

console.info(i)

}

}

return result

}

let a1 = outer()

for (let index = 0; index < a1.length; index++) {

const element = a1[index];

element()

}

//----------------------------------------------

for(var i=0; i<10; i++){

console.info(i)

}

console.log(i)

//为了避免i的提升可以这样做

(function () {

for(var i=0; i<10; i++){

console.info(i)

}

})()

console.log(i)

//----------------------------------------------

var object = {

name: "object",

getName: function() {

return function() {

console.info(this.name)

}

}

}

object.getName()()

10.简要描述对象池的作用

11.对象

var o1 = new FishNode();

var o2 = new FishNode();

var a1 = new Object();

a1[o1] = 10;

a1[o2] = 20;

console.log(a1[o1]);//

console.log(a1[o2]);//

12.

Var f =1.123456

转换输出格式为保留小数点后两位的方法

=>f = 1.12

13.define和const的区别和共同点

14.简要描述什么是观察者模式

15.js里如何定义一个每一秒执行一次的定时器