Quiz

A short quiz to test your understanding of Inheritance in JavasScript.

1 If we create 50 Animal object instances, how many definitions of method `getName` and property `name` will we have?

```javascript
function Animal(name,age ) {
    this.name = name
    this.age = age
}
Animal.prototype.getName = function() {
    return this.name
}
Animal.prototype.getAge = function() {
    return this.age
}
```

2 Whenever a property is to be found it is first searched in the object and then the prototype chain is traversed.

3

Which `name` will be displayed in the code below?

```
function Animall(name,age ) {
    this.name = name
    this.age = age
}
Animal.prototype.name = 'Roofy'
var animal = new Animal('Kitty',2)
console.log(animal.name)
```

4

`Object.prototype` always points to another object.

5

The `__proto__` property is used as a setter/getter for the `[[Prototype]]` property.

6

`call` is used to invoke a method defined anywhere in the current context.

7

`super` keyword is used to invoke child class methods and constructors.

8 In JavaScript, inheritance is implemented through mixins.

Check Answers