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More JavaScript and jQuery Checkpoint

Page 1 Questions

Hey Yash Kinariwala,  
  
Please take a few minutes to complete this Checkpoint.

1.  jQuery can be useful for tasks such as:

* Registering click or other change events
* Downloading data from databases
* Dynamically inserting, updating, or removing HTML
* All of the above

2. Variables that we can refer to everywhere are known as \_\_\_\_ variables.

* permanent
* primary
* eternal
* global

3.  The \_\_\_\_ jQuery method can be used to give elements on or more data attributes

* .attribute
* .data
* .info
* .attr

4. What will the code below log to the console when run in a browser?

function myFunction() {

console.log(this);

}

myFunction();

* myFunction
* Window
* null
* this

5. Without using jQuery, a CSS style of an element can be manipulated using the \_\_\_\_ method.

* setAttribute
* adjustCSS
* .css()
* setStyle

6. A div with the id of myDiv can be targeted using jQuery by typing:

* $(.myDiv)
* $("myDiv")
* $div
* $("#myDiv")

7. A new button can be created using jQuery and assigned to a variable using with the following code:

* var newButton = $("<button>");
* var newButton = button("new");
* var newButton = create.button;
* var newButton = $newButton;

8. Once a new div has been coded, it can be attached to an element on the page with the \_\_\_\_ JavaScript method.

* placeDiv
* setElement
* createPosition
* appendChild

9. A page contains a div with the id "emptyDiv".  jQuery may be used to attach a div named newDiv to it with the following code:

* $(emptyDiv).appendChild(newDiv);
* $("#emptyDiv").attach(newDiv);
* ("emptyDiv").appendChild(newDiv);
* $("#emptyDiv").append(newDiv);

10. Without using jQuery, elements on a page can be populated using the \_\_\_\_ property.

* script
* innerHTML
* div
* .text()

11. We can give classes to elements using the \_\_\_\_ jQuery method.

* .setClass
* .addClass
* .attrClass
* .giveClass

12. What will be logged to the console with the following code?

var myFunction = function(someCar) {

var myCar = someCar;

}

myFunction("Honda");

console.log(myCar);

* Honda
* ReferenceError: myCar is not defined
* someCar
* myFunction

13. To attach an element to the beginning of another element, we can use the \_\_\_\_ jQuery method.

* .prepend
* .attach
* .append
* .start

14. What is another JavaScript method that is used to loop over arrays or Objects?

* loopOver
* $.each
* readAll
* forEach

15. In terms of objects, how would one use dot notation to refer to a value?

* object.property
* property.[object]
* property.object
* object.[property]

16. When defining an object, its property-value pairs are enclosed within \_\_\_\_.

* parentheses
* colons
* square brackets
* curly brackets

17.  Effectively, the \_\_\_\_ is the version of HTML / CSS interpreted by the browser.

* DOM
* debugger
* console
* program

18.  \_\_\_\_ makes sure that our JavaScript code doesn't get run until the HTML document is finished loading.

* document.ready
* document.complete
* process.ended
* page.loaded

19. Without using jQuery, we can code a new div with the following:

* $("<div>")
* createElement("div")
* makeDivElement()
* createNew("div")

20.  In JavaScript, \_\_\_\_ functions can access \_\_\_\_ variables, but not vice versa.

* parent, child
* all, child
* parent, all
* child, parent

21.  A button with an id of myButton can be set to have its displayed name show as "SuperButton" with the following jQuery code:

* $("#myButton").text("SuperButton");
* $#myButton("SuperButton");
* $("#myButton").name("SuperButton");
* $("#myButton").set("SuperButton");

22. With the code below, how would you log  "lizard" to the console?

var group = {

large: {

creatures: "blue whale",

medium: {

creatures: ["zebra", "rhino", "hippo"],

small: {

creatures: "cat",

tiny: {

creatures: ["snail", "hamster", "lizard", "spider"]

}

}

},

other: {

creatures: "human"

}

}

};

* console.log(group.tiny.creatures[2]);
* console.log(group.tiny.creatures.lizard);
* console.log(group.large.medium.small.tiny.creatures[2]);
* console.log(group.large.medium.small.tiny.creatures[lizard]);

23. The \_\_\_\_ keyword is simply a way to reference the object itself.

* this
* it
* item
* object

24. Functions that are properties of objects are also known as \_\_\_\_.

* tasks
* steps
* methods
* functions

25. The \_\_\_\_ jQuery method can be used to iterate over an array without using a for loop.

* .each
* .iterate
* .loop
* .every

26. Writing \_\_\_\_ is equivalent to writing $() when using the jQuery library.

* jQuery()
* library()
* select()
* click()

27.  We can use jQuery to create a listener that listens for a click on all elements with the class myClass using:

* $(".myClass").on(function() { ... });
* $(".myClass").on("click", function() { ... })
* $(".myClass").on("press", function() { ... });
* $(".myClass").on(clickMe!, function() { ... });

28. jQuery is a cross-platform JavaScript \_\_\_\_ for easier client-side scripting.

* library
* table
* command
* template

29.  In terms of objects, how would one use bracket notation to refer to a value that is not a variable?

* object-property
* object("property")
* object["property"]
* object(property)

30.  What will be logged to the console with the following code?

var myObject = {

myNumber: 30,

myFunction: function() {

this.myNumber += 30;

console.log(myObject.myNumber);

}

}

myObject.myFunction();

* undefined
* 60
* 30
* 3030



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