Optional: Chapter 7 Practice Quiz - Test your reading!

Due No due date	**Points** 31	**Questions** 31
Time Limit None	**Allowed Attempts** Unlimited	

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	**Attempt 3**	4 minutes	31 out of 31
LATEST	**Attempt 3**	4 minutes	31 out of 31
	Attempt 2	4 minutes	30 out of 31
	Attempt 1	27 minutes	30 out of 31

Submitted Oct 16 at 6:53am

Question 1	**1 / 1 pts**

You can use the `Math` object directly in your programs without instantiating a new object.

Correct!

- ◉ True

- ○ False

Question 2	**1 / 1 pts**

The code `new Date()` creates an empty `Date` object.

○ True

Correct!

◉ False

Question 3

1 / 1 pts

You can create an empty object by assigning a pair of empty braces to a variable name.

Correct!

◉ True

○ False

Question 4

1 / 1 pts

The value of an object property can be another object.

Correct!

◉ True

○ False

Question 5

1 / 1 pts

The code for a method must be stored in an external function.

○ True

Correct!

◉ False

Question 6

1 / 1 pts

Objects are also called ____.

○ data

○ functions

○ methods

Correct!

◉ components

Question 7

1 / 1 pts

The term ____ refers to information contained within variables or other types of storage structures.

Correct!

◉ data

○ object

○ class

○ instance

Question 8   1 / 1 pts

The code (methods and statements) and data (variables and constants) contained in an encapsulated object are accessed through a(n) ____.

○ black box

○ view

Correct!   ◉ interface

○ template

Question 9   1 / 1 pts

A(n) ____ is an object that has been created from an existing class.

Correct!   ◉ instance

○ interface

○ template

○ black box

Question 10   1 / 1 pts

____ refers to cleaning up, or reclaiming, memory that is reserved by a program.

○ Information hiding

Correct!

◉ Garbage collection

○ Data collection

○ Object hiding

Question 11   **1 / 1 pts**

The _____ class contains methods and properties for manipulating the date and time.

○ Zone

○ Calendar

Correct!

◉ Date

○ Time

Question 12   **1 / 1 pts**

The _____ class contains methods for manipulating numbers and properties that contain static values representing some of the numeric limitations in the JavaScript language.

○ Integer

Correct!

◉ Number

⊙ Math

⊙ Limits

Question 13

1 / 1 pts

The _____ class contains methods and properties for performing mathematical calculations in your programs.

⊙ Number

⊙ Integer

⊙ Function

Correct!

◉ Math

Question 14

1 / 1 pts

A(n) _____ function is a function that is used as the basis for a custom object.

Correct!

◉ constructor

⊙ object

⊙ instance

⊙ class

Question 15

1 / 1 pts

To execute the same statement or command block for all the properties within a custom object, you can use the ____ statement.

- for/each

- while/in

Correct!

- ◉ for/in

- loop/in

Question 16

1 / 1 pts

A(n) ____ array is an array whose elements are referred to with an alphanumeric key instead of an index number.

- parallel

- class

Correct!

- ◉ associative

- bidimensional

Question 17

1 / 1 pts

To delete a specific property in a custom object, you use the ____ operator.

    ◉ remove

    ◉ cancel

    ◉ erase

Correct!   ◉ delete

Question 18

1 / 1 pts

You can create a function that will be used as an object method by referring to any object properties it contains with the _____ reference.

    ◉ self

Correct!   ◉ this

    ◉ super

    ◉ object

Question 19

1 / 1 pts

The _____ property is a built-in property that specifies the constructor from which an object was instantiated.

    ◉ experiment

    ◉ try

Correct!

◉ `prototype`

◯ `test`

Question 20

1 / 1 pts

When working with a date, JavaScript stores the month as a _____.

Correct!

◉ value from 0-11

◯ value from 1-12

◯ two-letter abbreviation

◯ three-letter abbreviation

Question 21

1 / 1 pts

Which class requires you to use a constructor?

◯ `Math`

◯ `Number`

Correct!

◉ `Date`

◯ `Array`

Question 22

1 / 1 pts

Which `Number` class method can you use to convert a number to a string that is formatted with local numeric formatting style?

○ `toFixed()`

Correct!

◉ `toLocaleString()`

○ `toPrecision()`

○ `toString()`

Question 23

1 / 1 pts

Which method of the `Math` object rounds a value to the next lowest integer?

○ `ceil()`

Correct!

◉ `floor()`

○ `max()`

○ `min()`

Question 24

1 / 1 pts

When creating an object using a literal, you separate multiple property-value pairs with ____.

○ colons

○ spaces

○ semicolons

Correct!   ◉ commas

Question 25   **1 / 1 pts**

To add a property to a constructor function, you must add a statement to the function body that uses the _____ keyword.

○ NaN

○ function

Correct!   ◉ this

○ property

Question 26   **1 / 1 pts**

_____ refers to the creation of reusable software objects that can be easily incorporated into multiple programs.

Correct!

| Object-Oriented Programming |

rrect Answers

Object-oriented programming (OOP)

Object-oriented programming

OOP

Question 27

1 / 1 pts

The principle of _____ states that any methods and properties that other programmers do not need to access or know about should be hidden.

Correct!

> information hiding

orrect Answers

information hiding

Question 28

1 / 1 pts

A particular instance of an object _____ its methods and properties from a class—that is, it takes on the characteristics of the class on which it is based.

Correct!

> inherits

orrect Answers

inherits

Question 29

1 / 1 pts

You can append the name of any `Number` class method or property to the name of an existing variable that contains a(n) _____ value.

Correct!

> numeric

rrect Answers   numeric

number

Question 30   **1 / 1 pts**

You can create an empty object by assigning a pair of empty _____ to a variable name.

Correct!

braces

rrect Answers   braces

curly braces

{}

Question 31   **1 / 1 pts**

Match each item with a statement below:

Correct!

Programming code and data that can be treated as an individual unit or component	object

Correct!

Type of array that enables you to add object properties incorporating numbers	associative

Correct!

Elements required for a source program to communicate with an object	interface

Correct!

	A template, or blueprint, that serves as the basis for new objects	class ▾
Correct!	Returns the square root of the specified value	sqrt() ▾
Correct!	Converts a number to a string using the number of decimal places specified	toFixed() ▾
Correct!	The easiest way to declare a custom object	literal ▾
Correct!	Returns a value rounded to the nearest integer	round() ▾
Correct!	Creates a `Date` object containing the current date	new Date() ▾
Correct!	A function assigned a name within a custom object	method ▾