* **Question 1**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the code below, choose the correct way to access and display 'Bob' in the console (choose all correct answers) : |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  console.log(person.name[0]); | |  | Correct  console.log(person["name"][0]); | | Answers: | Correct  console.log(person.name[0]); | |  | console.log(person.name); | |  | Correct  console.log(person["name"][0]); | |  | console.log(Person.name[0]); | |  |  |  |

* **Question 2**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the code below, choose the correct way to change age to 25 (choose all that apply): |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  person.age = 25 | |  | Correct  person["age"] = 25; | | Answers: | Correct  person.age = 25 | |  | age = 32; | |  | Person.age = 25; | |  | Correct  person["age"] = 25; | |  |  |  |

* **Question 3**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Objects that we create (object literals) are the same as objects instantiated from a class. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  False | | Answers: | True | |  | Correct  False | |  |  |  |

* **Question 4**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When accessing object members, we can use (choose all that apply) |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  bracket notation | |  | Correct  dot notation | | Answers: | Correct  bracket notation | |  | Correct  dot notation | |  | object constructors | |  | none of these options | |  |  |  |

* **Question 5**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | * + In a method, 'this' refers to the owner object |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 6**

0 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | Methods are \_\_\_\_\_\_\_\_\_\_ that can be performed on objects |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  objects | | Answers: | variables | |  | Correct  actions | |  | objects | |  | items | |  |  |  |

* **Question 7**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the code below, choose the correct way to create a new object member for profession (choose all that apply): |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  person["profession"] = 'professional magician'; | |  | Correct  person.profession = 'professional magician'; | | Answers: | none of these options | |  | profession = 'professional magician'; | |  | Correct  person["profession"] = 'professional magician'; | |  | Correct  person.profession = 'professional magician'; | |  |  |  |

* **Question 8**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Objects are made up of multiple: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  members | | Answers: | variables | |  | Correct  members | |  | properties | |  | methods | |  |  |  |

* **Question 9**

0 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | An object is a collection of related data and/or functionality represented by variables and functions which are referred to as : |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  functions and objects | | Answers: | properties and first class functions | |  | object literals and primitives | |  | functions and objects | |  | Correct  properties and methods | |  |  |  |

* **Question 10**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Objects are made up of multiple \_\_\_\_\_\_\_\_\_\_\_, each of which has a name and value |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  members | | Answers: | variables | |  | functions | |  | properties | |  | Correct  members | |  |  |  |

* **Question 11**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Functions and arrays are considered objects in JavaScript. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 12**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | In the following code, 'this' represents: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  the current object | | Answers: | Correct  the current object | |  | another object | |  | all objects | |  |  |  |

* **Question 13**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Object literals are useful when we need to transfer a series of structured, related data. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 14**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When accessing object members, \_\_\_\_\_ notation is generally considered better as it allows us to access both properties and methods. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  dot | | Answers: | bracket | |  | Correct  dot | |  |  |  |