* **Question 1**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | What will be the result of the following code: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  each button will turn green when you click on it | | Answers: | Correct  each button will turn green when you click on it | |  | all the buttons will turn green when you click on one button | |  | the buttons will stay the same colour | |  | the background of the section element will turn green when you click on any of the buttons | |  |  |  |

* **Question 2**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following HTML, choose the correct code to turn the background color of the button green when the user clicks it (choose all correct options). |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  let button = document.querySelector( ' button ' );  button.onclick = () => {        button.style.backgroundColor = ' green ' ;  } | |  | Correct  let button = document.querySelectorAll ( ' button ' )[ 0 ];  button . addEventListener ( ' click ' , function () {     button . style . backgroundColor = ' green ' ;  }); | | Answers: | Correct  let button = document.querySelector( ' button ' );  button.onclick = () => {        button.style.backgroundColor = ' green ' ;  } | |  | let button = document.getElementsByTagName ( ' button ' );  button.clicktyclick = function () {    button.style = ' green ' ;  } | |  | Correct  let button = document.querySelectorAll ( ' button ' )[ 0 ];  button . addEventListener ( ' click ' , function () {     button . style . backgroundColor = ' green ' ;  }); | |  |  |  |

* **Question 3**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The following code is the best way to add JavaScript |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  False | | Answers: | True | |  | Correct  False | |  |  |  |

* **Question 4**

0 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | An event handler is a block of code that runs when the event fires. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  False | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 5**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Events are actions or occurrences that happen in the system you are programming. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 6**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Each available event has an **\_\_\_\_\_\_\_\_\_\_\_\_.** |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  event handler | | Answers: | object literal | |  | Correct  event handler | |  | web event | |  |  |  |

* **Question 7**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Events are unique to JavaScript. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  False | | Answers: | True | |  | Correct  False | |  |  |  |

* **Question 8**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When you set an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to be equal to some code, that code is run when that event fires |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  event handler property | | Answers: | event object | |  | Correct  event handler property | |  | event | |  |  |  |

* **Question 9**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The \_\_\_\_\_\_\_\_\_ property of the event object is always a reference to the element the event occurred upon. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  target | | Answers: | length | |  | Correct  target | |  | click | |  | object | |  |  |  |

* **Question 10**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Sometimes, you'll come across a situation where you want to prevent an event from doing what it does by default. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |