* **Question 1**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A constructor function name usually starts with a capital letter |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 2**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | It's considered best practice to start a constructor function name with a capital letter because; |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  this makes constructor functions easier to recognize in code. | | Answers: | all the cool kids are doing it | |  | a constructor function won't work otherwise | |  | Correct  this makes constructor functions easier to recognize in code. | |  |  |  |

* **Question 3**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | What is one drawback of the following code: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  when we are calling our constructor function, we are defining greeting() each time, which isn't very efficient | | Answers: | it's not formatted properly | |  | this does not refer to anything | |  | Correct  when we are calling our constructor function, we are defining greeting() each time, which isn't very efficient | |  |  |  |

* **Question 4**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Creating a simple model of a more complex thing is known as: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  abstraction | | Answers: | instantiation | |  | encapsulation | |  | Correct  abstraction | |  | polymorphism | |  |  |  |

* **Question 5**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The ability of multiple object types to implement the same functionality is called: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  polymorphism | | Answers: | Correct  polymorphism | |  | abstraction | |  | instantiation | |  | encapsulation | |  |  |  |

* **Question 6**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Objects are commonly used as data stores that can be easily sent across the network. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 7**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Constructors help to give our code order. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  True | | Answers: | Correct  True | |  | False | |  |  |  |

* **Question 8**

0 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | Provided with the following code, what would you expect to see in the console? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  grey | | Answers: | grey and black and white | |  | Correct  black and white | |  | Stevie | |  | grey | |  |  |  |

* **Question 9**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following code, what is the correct way to access the name property of the object instance created? |  |  |  |
| |  |  | | --- | --- | | Selected Answers: | Correct  cat1["name"]; | |  | Correct  cat1.name; | | Answers: | cat1.color; | |  | Correct  cat1["name"]; | |  | Correct  cat1.name; | |  | cat1.greeting(); | |  |  |  |

* **Question 10**

0 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | Calling the following function allows us to: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  add data to our constructor function | | Answers: | Correct  instantiate new object instances | |  | none of these options | |  | add data to our constructor function | |  | create new object literals | |  |  |  |

* **Question 11**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following code, how would you access the color property of the object instance created? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  cat1.color; | | Answers: | Cat.color; | |  | cat.color; | |  | Correct  cat1.color; | |  | none of these options | |  |  |  |

* **Question 12**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following code, what would you expect to see in console? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  domestic short hair | | Answers: | Correct  domestic short hair | |  | maine coon and domestic short hair | |  | black and white | |  | maine coon | |  |  |  |

* **Question 13**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following code, choose the correct way to instantiate a new object instance with the namespace of cat1, a name value of 'Stevie', a colour value of 'grey' and a breed value of 'domestic short hair'. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  let cat1 = new Cat('Stevie', 'grey', 'domestic short hair'); | | Answers: | Correct  let cat1 = new Cat('Stevie', 'grey', 'domestic short hair'); | |  | let cat1 = Cat('Stevie', 'grey', 'domestic short hair'); | |  | none of these options | |  | let cat1 = new Object('Stevie', 'grey', 'domestic short hair'); | |  |  |  |

* **Question 14**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The following code is an example of : |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  a constructor function | | Answers: | an object literal | |  | an object | |  | Correct  a constructor function | |  | an anonymous function | |  |  |  |

* **Question 15**

1 out of 1 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Provided with the following code, choose the correct way to instantiate a new object instance. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  let cat1 = new Cat ('Shadow', 'grey', 'barn cat'); | | Answers: | Correct  let cat1 = new Cat ('Shadow', 'grey', 'barn cat'); | |  | cat1.greeting(); | |  | this.Cat(); | |  | let cat1 =  ('Shadow', 'grey', 'barn cat'); | |  |  |  |