# 98-382<sup>Q&As</sup>

## Introduction to Programming Using JavaScript

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**QUESTION 1**

DRAG DROP

Your instructor has asked you to implement code that would display a two-dimensional array of any size inside a
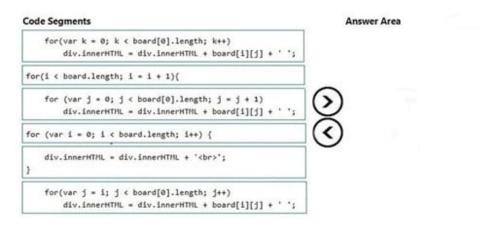 tag.

You write the following code:

```
var div = document.getElementById('board');
var board = [['-', 'X', '-','X'], ['-', 'O', 'X','O'], ['X', 'O', '-','O']];
```
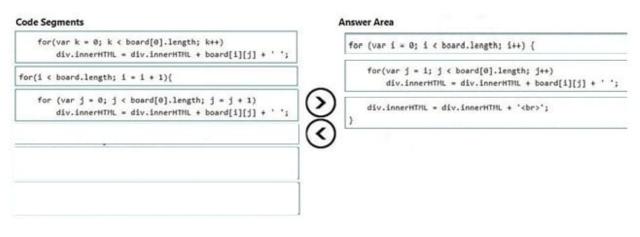
You need to complete the code.

Which three segments should you use to develop the solution? To answer, move the appropriate code segments from
the list of code segments to the answer area and arrange them in the correct order.

Select and Place:

**Code Segments**

```
for(var k = 0; k < board[0].length; k++)
    div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

```
for(i < board.length; i = i + 1){
```

```
for (var j = 0; j < board[0].length; j = j + 1)
    div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

```
for (var i = 0; i < board.length; i++) {
```

```
    div.innerHTML = div.innerHTML + '<br>';
}
```

```
for(var j = i; j < board[0].length; j++)
    div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

**Answer Area**

Correct Answer:

**Code Segments**

```
for(var k = 0; k < board[0].length; k++)
    div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

```
for(i < board.length; i = i + 1){
```

```
for (var j = 0; j < board[0].length; j = j + 1)
    div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

**Answer Area**

```
for (var i = 0; i < board.length; i++) {
```

```
    for(var j = i; j < board[0].length; j++)
        div.innerHTML = div.innerHTML + board[i][j] + ' ';
```

```
    div.innerHTML = div.innerHTML + '<br>';
}
```

References: http://www.plus2net.com/javascript_tutorial/array-two-dimension.php
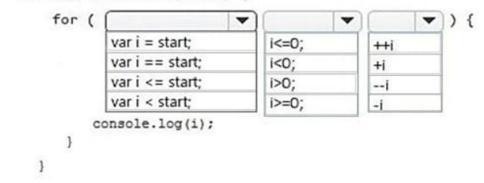
**QUESTION 2**

HOTSPOT

You are creating a function named countdown. The function accepts a single parameter, start, and displays a countdown from that number down to zero in increments of one.

How should you complete the code? To answer, select the appropriate code segments in the answer area.
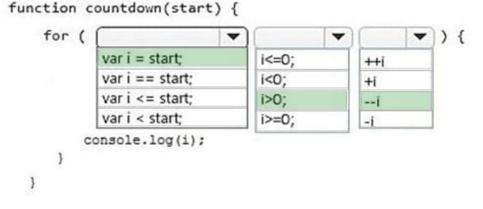
Hot Area:

**Answer Area**

```
function countdown(start) {
    for (  [                    ▼]  [           ▼]  [         ▼] ) {
           var i = start;          i<=0;          ++i
           var i == start;         i<0;           +i
           var i <= start;         i>0;           --i
           var i < start;          i>=0;          -i
           console.log(i);
       }
   }
```

Correct Answer:

**Answer Area**

```
function countdown(start) {
    for (  [                    ▼]  [           ▼]  [         ▼] ) {
           var i = start;          i<=0;          ++i
           var i == start;         i<0;           +i
           var i <= start;         i>0;           --i
           var i < start;          i>=0;          -i
           console.log(i);
       }
   }
```
*(Selected: var i = start; | i>0; | --i)*

References: https://www.w3schools.com/js/js_operators.asp

**QUESTION 3**

HOTSPOT

You are using JavaScript to write a safe root math utility that has the following requirements:

Given the function safeRoot(a, b):

If the radicand (a) is non-negative, return Math.pow (a, 1/b);

Otherwise,

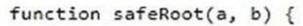If the index (b) is divisible by 2, then return text indicating the result is imaginary.
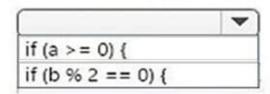
Otherwise return -Math.pow (-a, 1/b)

How should you complete the code? To answer, select the appropriate code segments in the answer area.

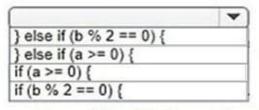NOTE: Each correct selection is worth one point.
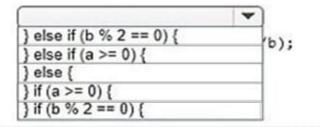
Hot Area:

## Answer Area

```
function safeRoot(a, b) {
```

| ▼ |
|---|
| if (a >= 0) { |
| if (b % 2 == 0) { |

```
    return Math.pow(a, 1 / b);
```

| ▼ |
|---|
| } else if (b % 2 == 0) { |
| } else if (a >= 0) { |
| } else { |
| if (b % 2 == 0) { |

| ▼ |
|---|
| } else if (b % 2 == 0) { |
| } else if (a >= 0) { |
| if (a >= 0) { |
| if (b % 2 == 0) { |

```
      return "Result is an imaginary number";
```

| ▼ | b); |
|---|---|
| } else if (b % 2 == 0) { | |
| } else if (a >= 0) { | |
| } else { | |
| } if (a >= 0) { | |
| } if (b % 2 == 0) { | |

```
      }
  }
}
```

Correct Answer:

## Answer Area

```
function safeRoot(a, b) {
```

| |
|---|
| if (a >= 0) { |
| if (b % 2 == 0) { |

```
    return Math.pow(a, 1 / b);
```

| |
|---|
| } else if (b % 2 == 0) { |
| } else if (a >= 0) { |
| } else { |
| if (b % 2 == 0) { |

| |
|---|
| } else if (b % 2 == 0) { |
| } else if (a >= 0) { |
| if (a >= 0) { |
| if (b % 2 == 0) { |

```
    return "Result is an imaginary number";
```

| | |
|---|---|
| } else if (b % 2 == 0) { | ‘b); |
| } else if (a >= 0) { | |
| } else { | |
| } if (a >= 0) { | |
| } if (b % 2 == 0) { | |

```
    }
  }
}
```

References: https://www.w3schools.com/js/js_if_else.asp

---

**QUESTION 4**

HOTSPOT

You need to evaluate the following code segment. Line numbers are included for reference only.

```
01 var n;
02 console.log(typeof n);
03 var a = "3.4";
04 console.log(typeof a);
05 var textArray = ["Welcome Back", "Enter a Name", "Incorrect Answer"];
06 console.log(typeof textArray);
07 var c = 2.4;
08 console.log(typeof c);
09 var tag = null;
10 console.log(typeof tag);
```

Use the drop-down menus to select the answer choice that answers each question based on the information presented in the code segment.

Hot Area:

## Answer Area

What does the `console.log` function on line 02 write to the console?

| ▼ |
|---|
| string |
| array |
| object |
| number |
| undefined |

What does the `console.log` function on line 04 write to the console?

| ▼ |
|---|
| string |
| array |
| object |
| number |
| undefined |

What does the `console.log` function on line 06 write to the console?

| ▼ |
|---|
| string |
| array |
| object |
| number |
| undefined |

What does the `console.log` function on line 08 write to the console?

| ▼ |
|---|
| string |
| array |
| object |
| number |
| undefined |

What does the `console.log` function on line 10 write to the console?

| ▼ |
|---|
| string |
| array |
| object |
| number |
| undefined |

Correct Answer:

## Answer Area

What does the `console.log` function on line 02 write to the console?

| string |
| array |
| object |
| number |
| **undefined** |

What does the `console.log` function on line 04 write to the console?

| **string** |
| array |
| object |
| number |
| undefined |

What does the `console.log` function on line 06 write to the console?

| string |
| **array** |
| object |
| number |
| undefined |

What does the `console.log` function on line 08 write to the console?

| string |
| array |
| object |
| **number** |
| undefined |

What does the `console.log` function on line 10 write to the console?

| string |
| array |
| **object** |
| number |
| undefined |

**QUESTION 5**

HOTSPOT

You are creating a calendar application. You need to ensure that the code works correctly for all months of the year.

How should you complete the code? To answer, select the appropriate options in the answer area.

NOTE: Each correct selection is worth one point.

Hot Area:

**Answer Area**

```
var daysInMonth;

var month;

month = new Date().getMonth();
```

| ▼ |
|---|
| switch (month) { |
| case (month) { |
| break { |

```
    case 1:
            daysInMonth = 28; // for February, ignore leap years
```

| ▼ |
|---|
| break; |
| continue; |
| while (month); |

```
    case 3:
    case 5:
    case 8:
    case 10:
            daysInMonth = 30;
```

| ▼ |
|---|
| break; |
| continue; |
| while (month); |

Correct Answer:

**Answer Area**

```
var daysInMonth;

var month;

month = new Date().getMonth();
```

```
switch (month) {
case (month) {
break {
```

```
        case 1:
                daysInMonth = 28; // for February, ignore leap years
```

```
                            break;
        case 3:  continue;
        case 5:  while (month);
        case 8:

        case 10:
                daysInMonth = 30;
```

```
                break;
                continue;
                while (month);
```

References: https://www.w3schools.com/js/js_break.asp https://www.w3schools.com/jsref/jsref_switch.asp

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