

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

Introduction to Programming Using JavaScript

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## QUESTION 1

DRAG DROP

A JavaScript array is initialized as follows:

```
var array = [20, 40, 60, 80];
```

You write the following code to manipulate the array:

```
array.shift();  
array.pop();  
array.push(10);  
array.unshift(100);
```

You need to determine the contents of the array.

Which four elements does the array contain in sequence? To answer, move the appropriate elements from the list of elements to the answer area and arrange them in the correct order.

Select and Place:

Elements		Answer area
10		
20	>	
40	<	
60		
80		
100		

Correct Answer:

Elements		Answer area
		100
20	>	40
	<	60
80		10

References: <https://www.bennadel.com/blog/1796-javascript-array-methods-unshift-shift-push-and-pop.htm>

## QUESTION 2

HOTSPOT

Variable x has a value of 5. Variable y has a value of 7.

For each of the following expressions, select True if the statement evaluates to true. Otherwise, select False.

NOTE: Each correct selection is worth one point.

Hot Area:

## Answer Area

	True	False
<code>x &lt; 7 &amp;&amp; y &gt; 6</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>x == 6    y == 6</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>x !== 7</code>	<input type="checkbox"/>	<input type="checkbox"/>
<code>!(x == y)</code>	<input type="checkbox"/>	<input type="checkbox"/>

Correct Answer:

## Answer Area

	True	False
<code>x &lt; 7 &amp;&amp; y &gt; 6</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>x == 6    y == 6</code>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<code>x !== 7</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<code>!(x == y)</code>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

References: [https://www.w3schools.com/js/js\\_comparisons.asp](https://www.w3schools.com/js/js_comparisons.asp)

## QUESTION 3

### 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 4

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'], ['-', '0', 'X', '0'], ['X', '0', '-', '0']];
```

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] + ' ';
```



References: [http://www.plus2net.com/javascript\\_tutorial/array-two-dimension.php](http://www.plus2net.com/javascript_tutorial/array-two-dimension.php)

## QUESTION 5

### HOTSPOT

Your instructor has asked you to write a program that uses simple rules to help determine if a person should take the train, drive their car, or ride a bike, depending on the conditions of the weather and the amount of gas in the car's tank.

The program has the following requirements:

When the temperature is above 65 degrees and it is not raining, the person should be told to ride their bike.

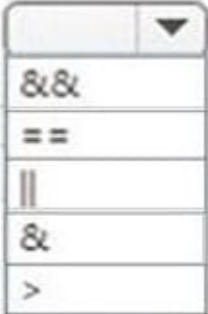

When it is raining, the person should be told to drive their car.

If their car has half a tank of gas or less, they should be told to take the train.

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

Hot Area:

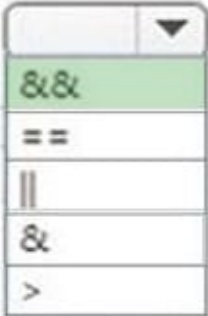

## Answer Area

```
if(temperature > 65  !raining)
    advice = "Ride Bike";
else if(fuelTank  .5)
    advice = "Take Train";
else
    advice = "Drive your car";
```

Correct Answer:



## Answer Area

```
if(temperature > 65  !raining)
    advice = "Ride Bike";
else if(fuelTank  .5)
    advice = "Take Train";
else
    advice = "Drive your car";
```

References: [https://www.w3schools.com/jsref/jsref\\_operators.asp](https://www.w3schools.com/jsref/jsref_operators.asp)

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