











## Javascript Test

Question 1 of 45

Time remaining: 01:45

When toggling a variable, its cycle must be 0 and 1. When the variable's active value is 0, the next value should be 1, and when the variable's active value is 1, the next value should be 0.

Considering the scenario above, which of the following is correct?

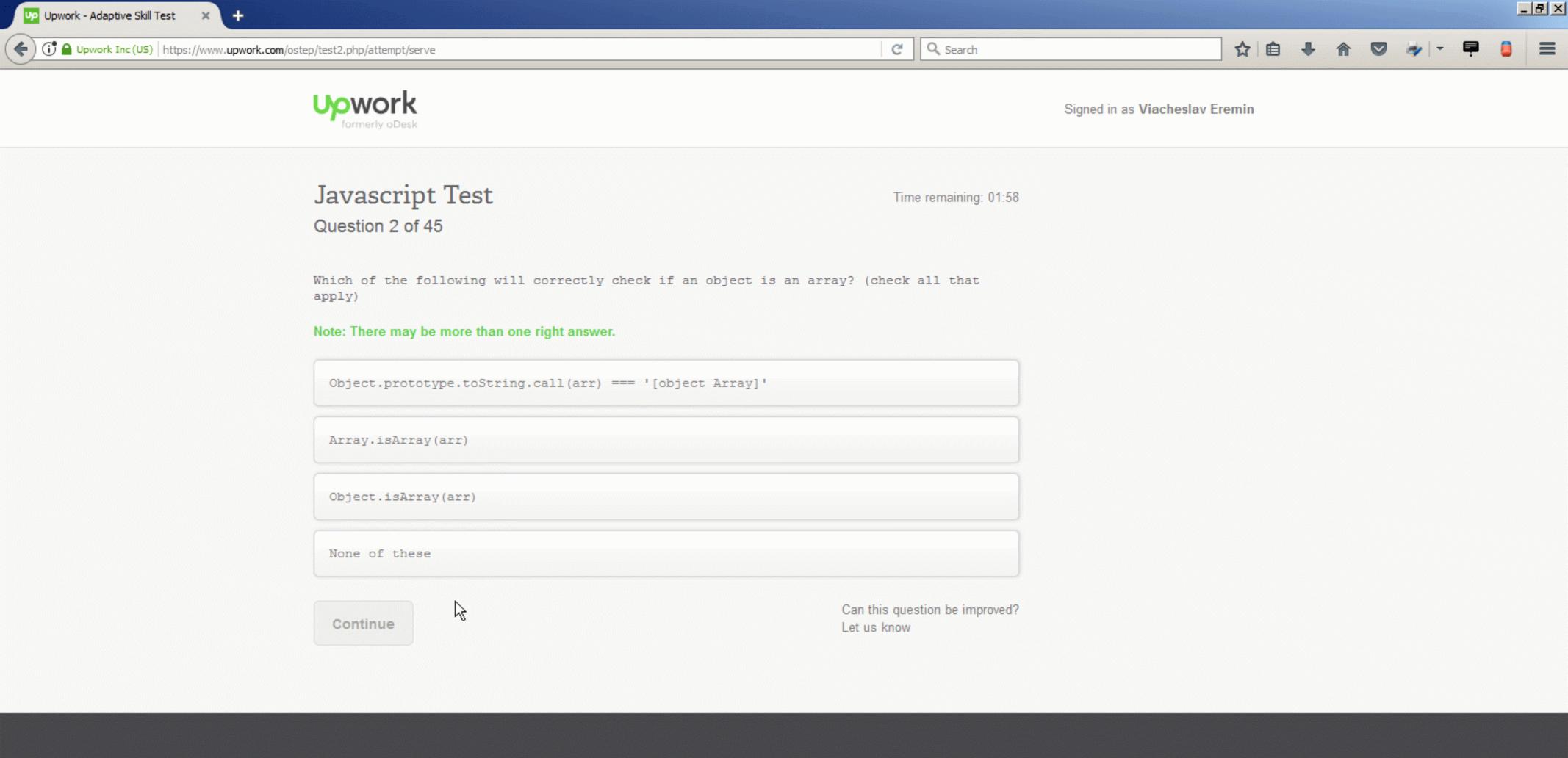
q = (q == 1 ? 1 : 0);

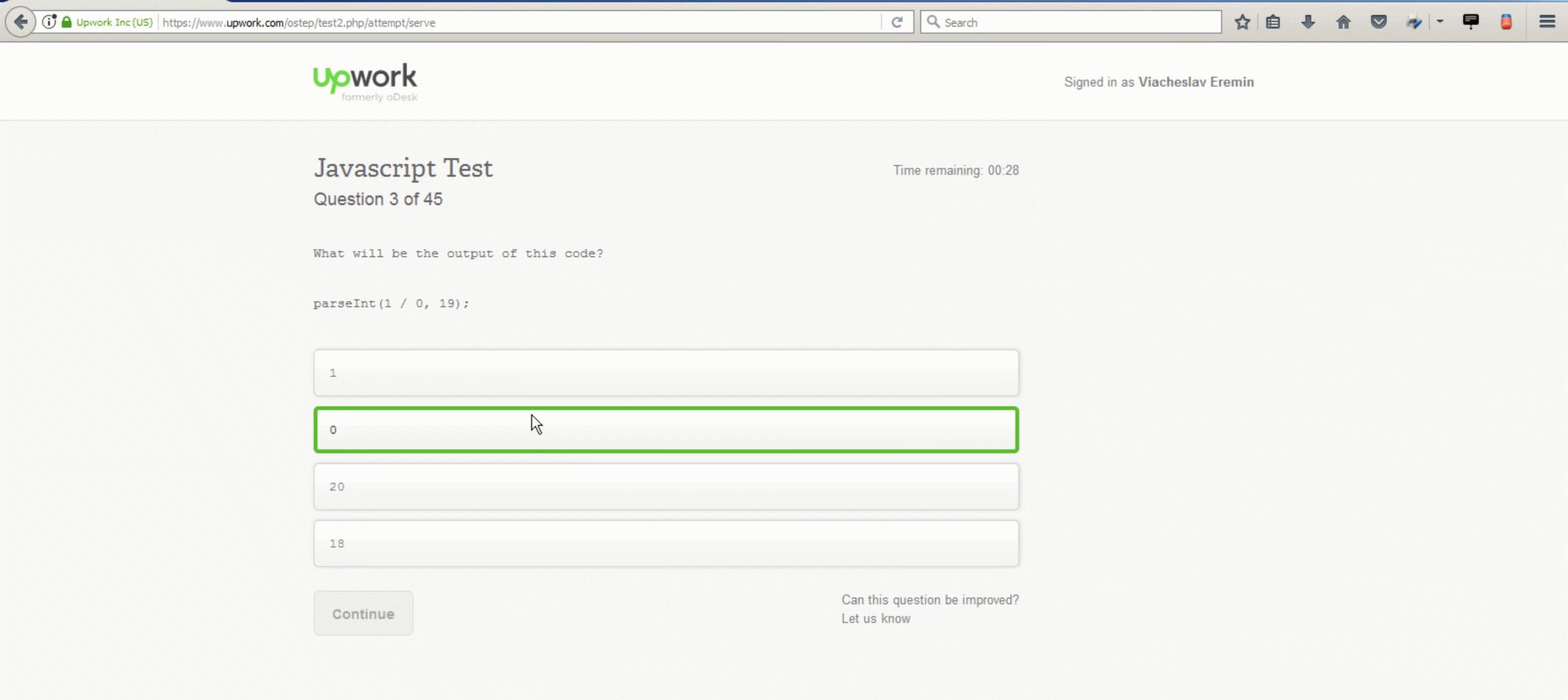
q = 1 - q;

q ^= 0;

Continue

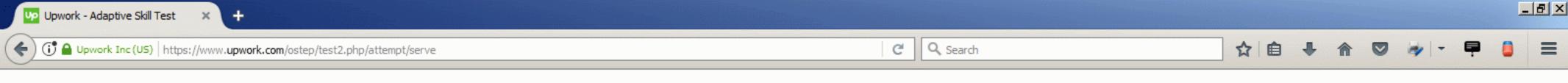
q = inv(0);





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# Javascript Test

Question 4 of 45

Which of the following code snippets renders a button invisible?

```
var button = document.getElementById('buttonId');
button.style.display='none'
```

```
var button = document.getElementById('buttonId');
button.style.display='block'
```

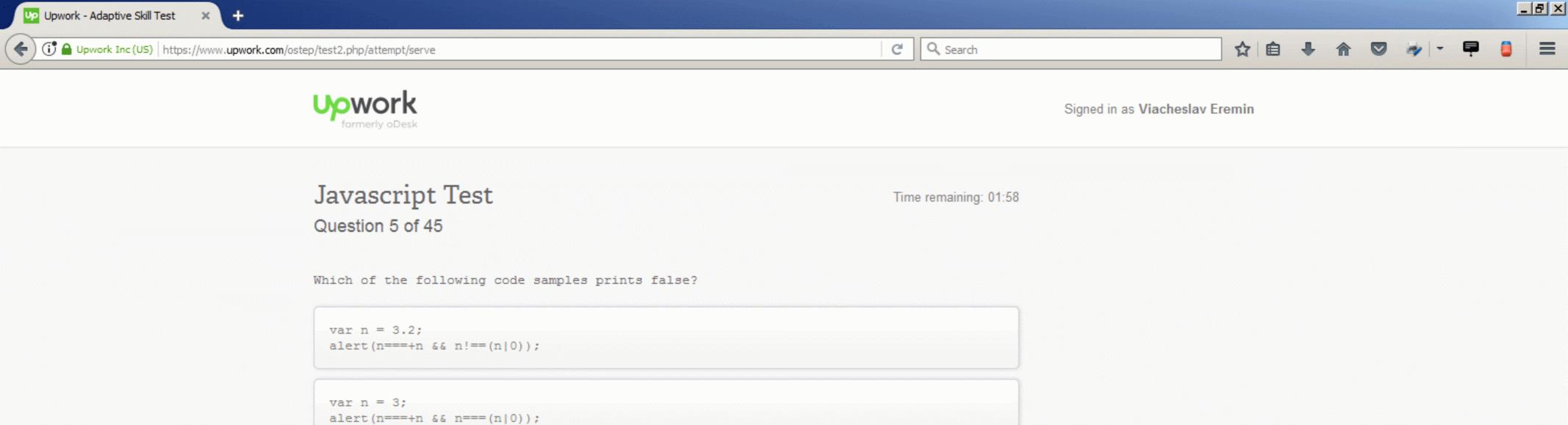
```
var button = document.getElementById('btn');
button.style.visibility='false';
```

```
var button = document.getElementById('btn');
button.style.visibility='disabled';
```

Continue

Can this question be improved? Let us know

Time remaining: 00:58



var n=3.2; alert(n % 1 === 0);

Continue

alert (boolValue);

var boolValue = new Boolean("false");





## Javascript Test

Question 6 of 45

Which of these options is the most maintainable way to attach JavaScript functionality to an HTML element?

some text

<a href="javascript:alert('You clicked me!')">...</a>

<script>function fun(){alert('You clicked me!')}</script>
<a on@lick=fun()>...</a>

```
function fun() { alert('You clicked me!'); };

var el = document.getElementById("click-target");

el.onClick = fun;

</script>
<a id="click-target">...</a>
```

Continue

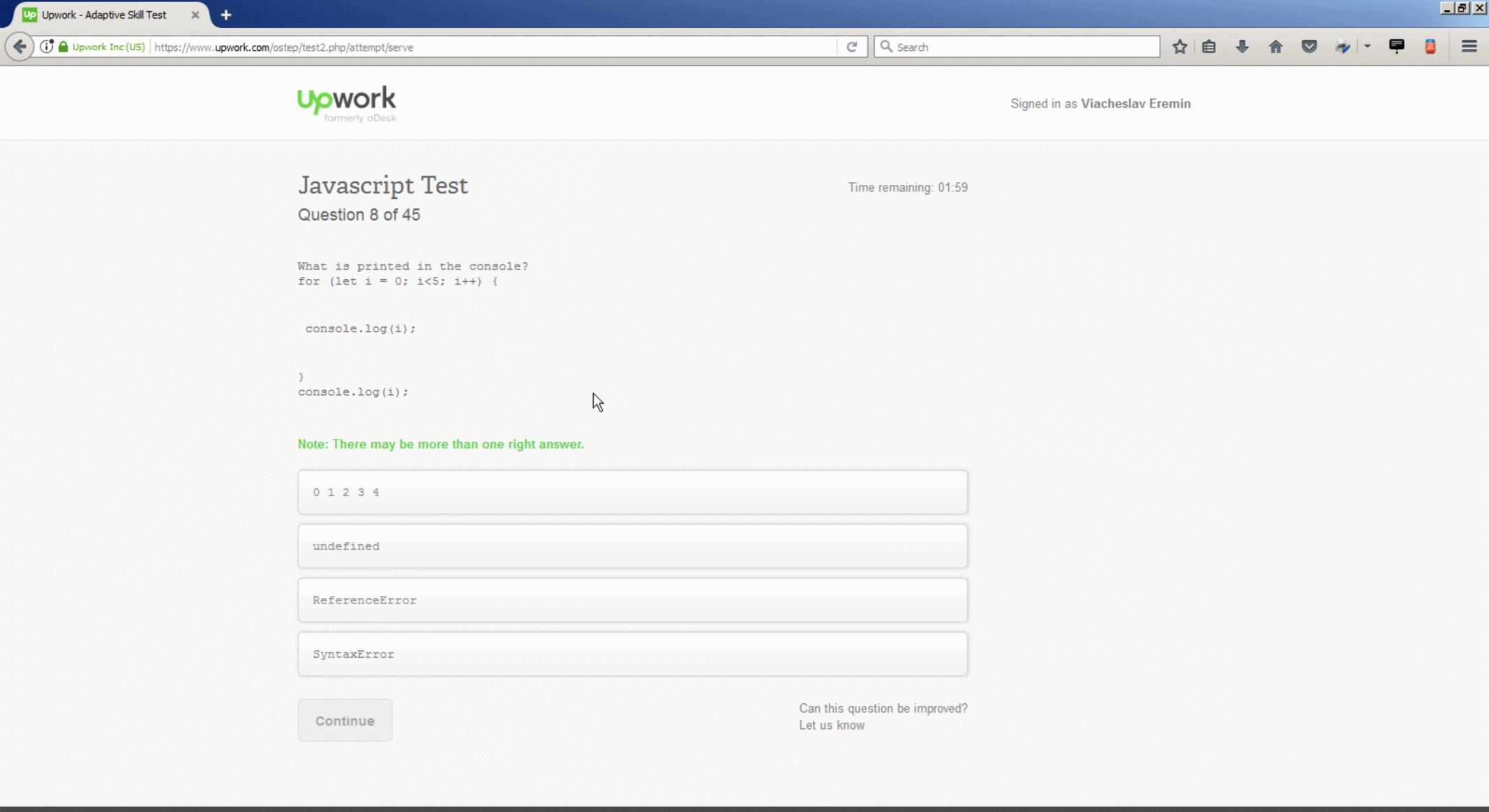
Can this question be improved? Let us know

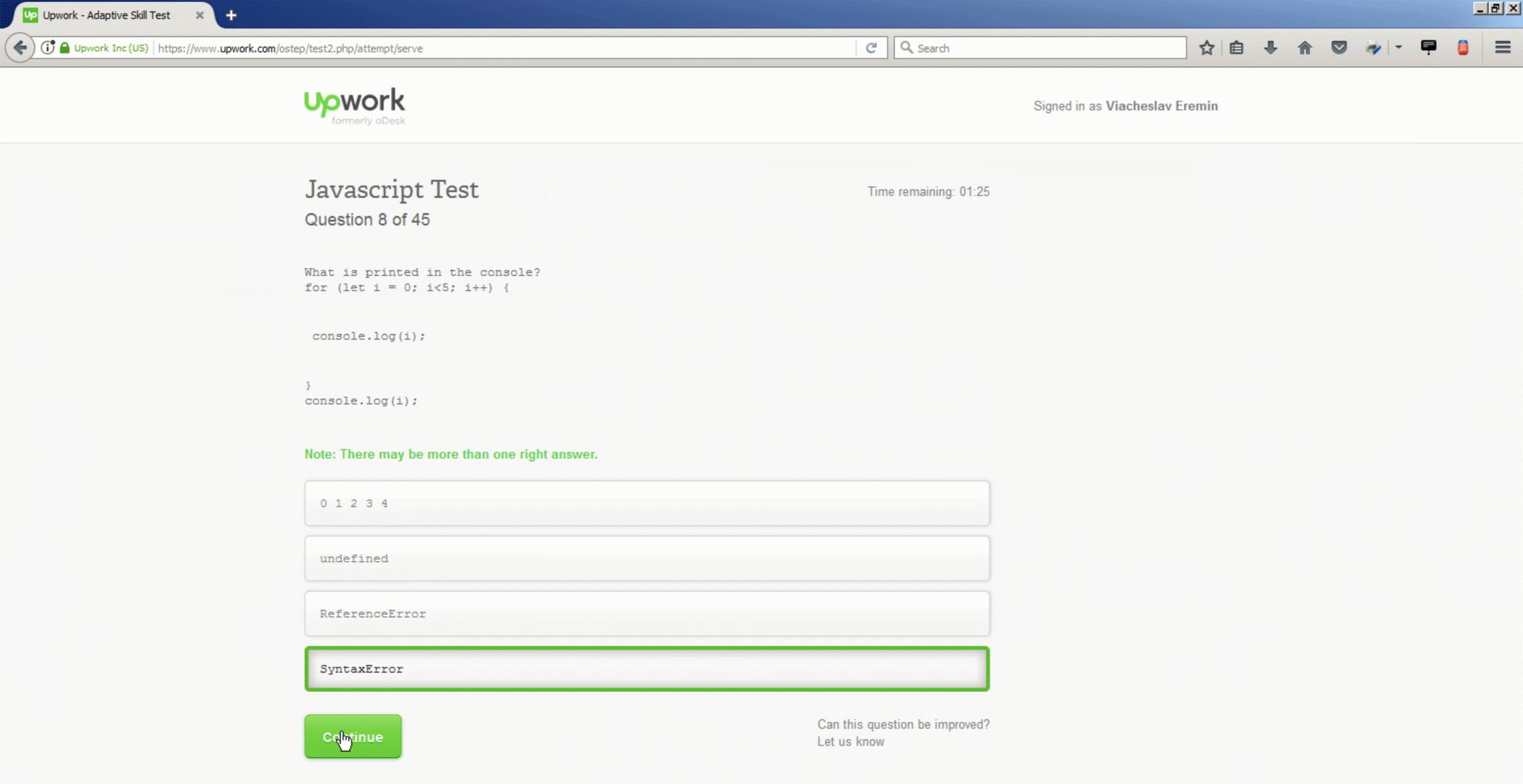
Time remaining: 01:58

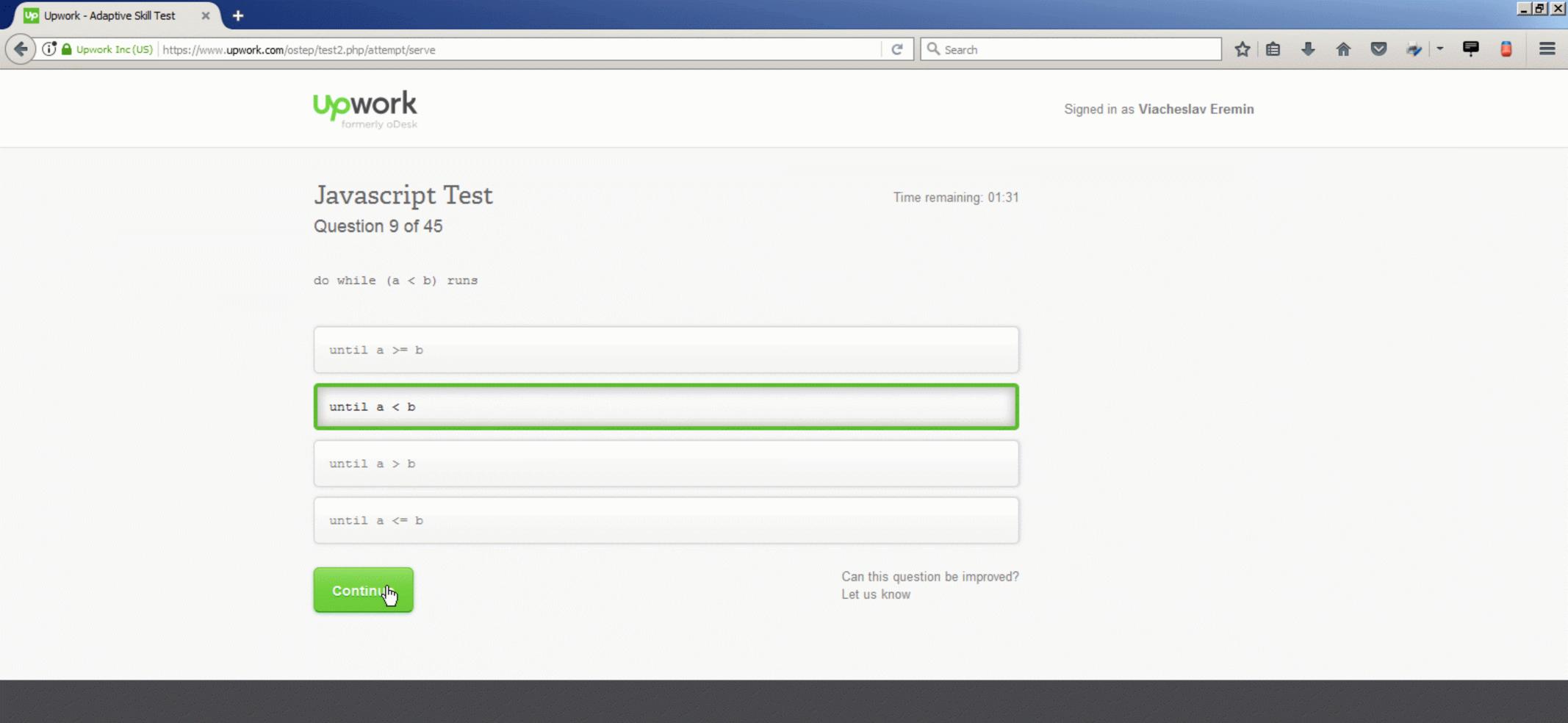




# Javascript Test Time remaining: 00:45 Question 7 of 45 What is the output of the following code? if(typeof(Storage)!=="undefined") { localStorage.age=5; sessionStorage.age=5; sessionStorage.age=5; alert(localStorage.age + sessionStorage.age); else { alert ("Sorry, your browser does not support web storage..."); 55 10 Sorry, your browser does not support web storage... 5undefined Can this question be improved? Continue Let us know











## Javascript Test

Question 10 of 45

Time remaining: 01:59

String.prototype.doSomething = function(suffix) {
 return this.indexOf(suffix, this.length - suffix.length) !== -1;
};

This method determines whether or not a string ends with another string.

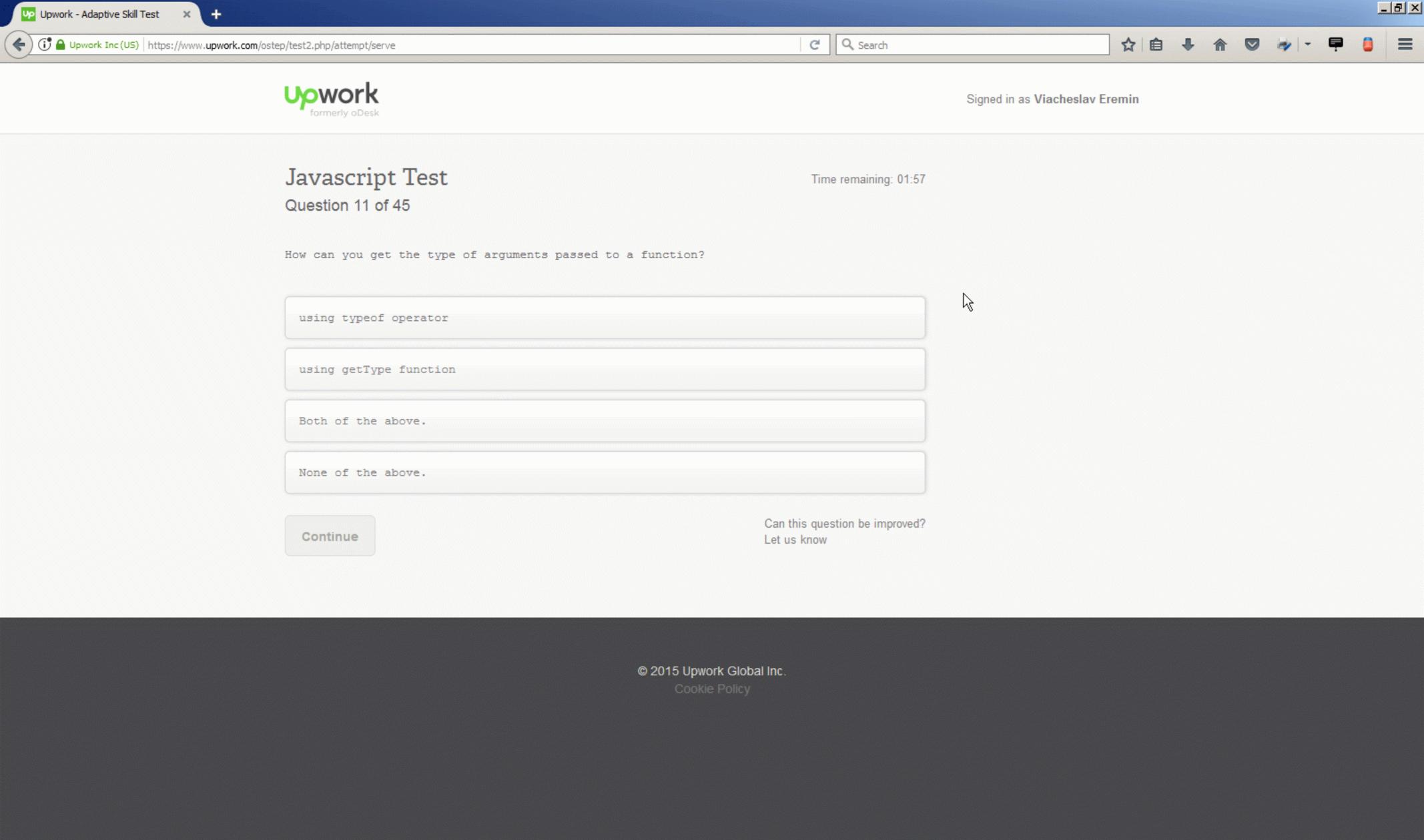
Which of the following statements regarding this String prototype is correct?

This method determines whether or not a string begins with another string.

This method returns the position of the last occurrence of a specified value in a string.

This method returns the position of the first occurrence of a specified value in a string.  $\searrow$ 

Continue



Which of following uses the "with" statement in JavaScript correctly?

C Q Search

Time remaining: 01:59













(US) https://www.upwork.com/ostep/test2.php/attempt/serve

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# Javascript Test

Question 12 of 45

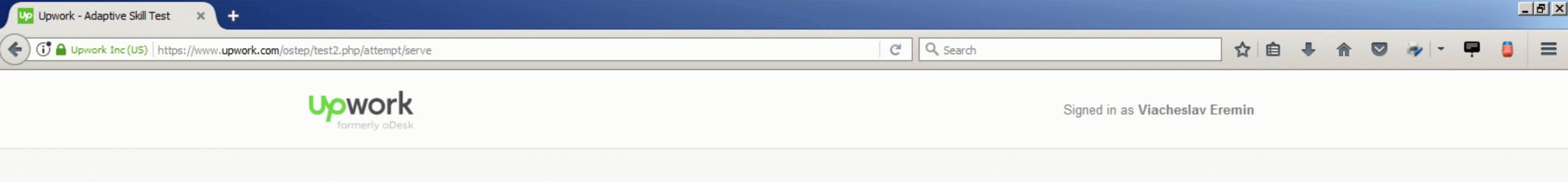
```
with (document.getElementById("blah").style) {
   background = "black";
   color = "blue";
   border = "1px solid green";
```

```
with document.getElementById("blah").style
   background = "black";
   color = "blue";
   border = "1px solid green";
End With
```

```
With document.getElementByName("blah").style
   background = "black";
   color = "blue";
   border = "1px solid green";
End With
```

```
with (document.getElementById("blah").style) {
   .background = "black";
   .color = "blue";
    .border = "1px solid green";
```

Continue



# Javascript Test

Question 13 of 45

What is the output of the following code?

var foo = 123e5; var bar = 10; var foobar = foo + bar; alert(foobar)

12300010

1230000010

123e510

133

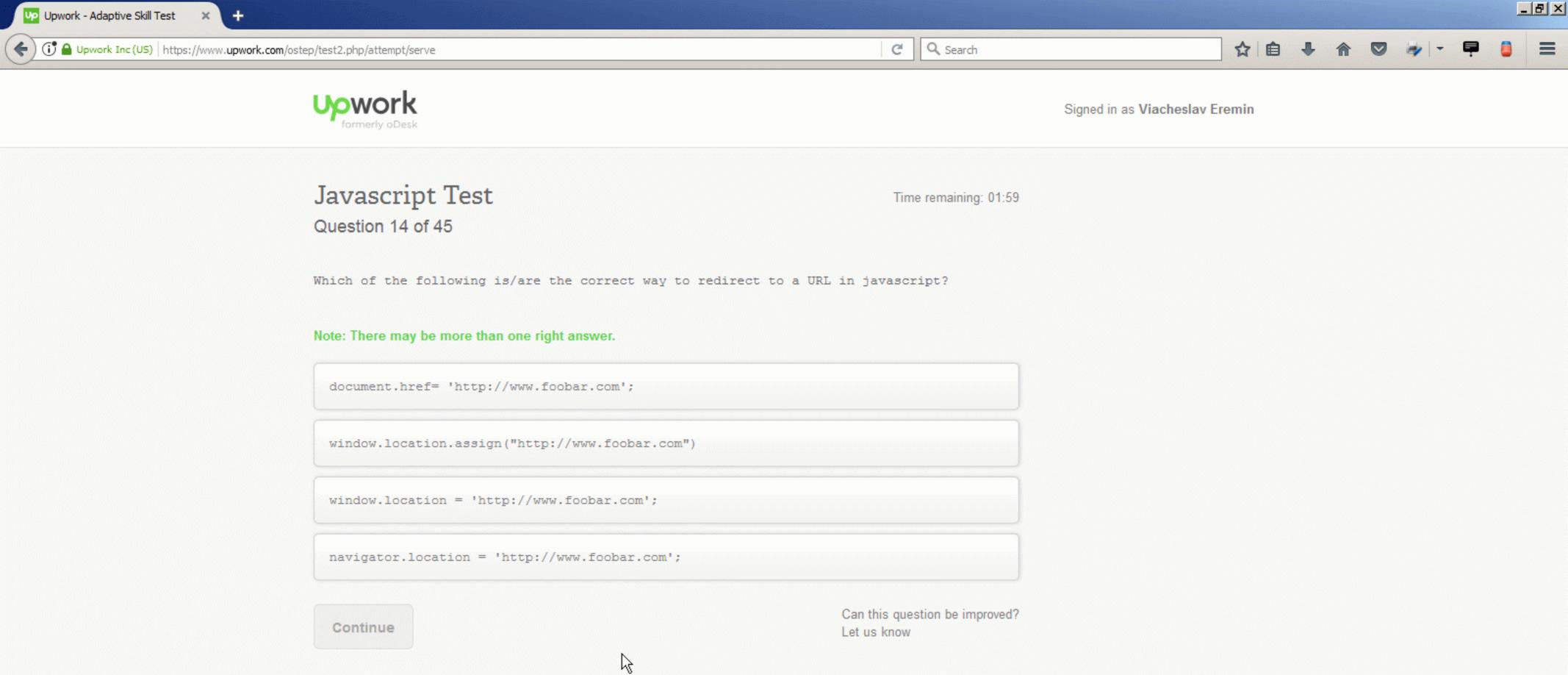
Continue

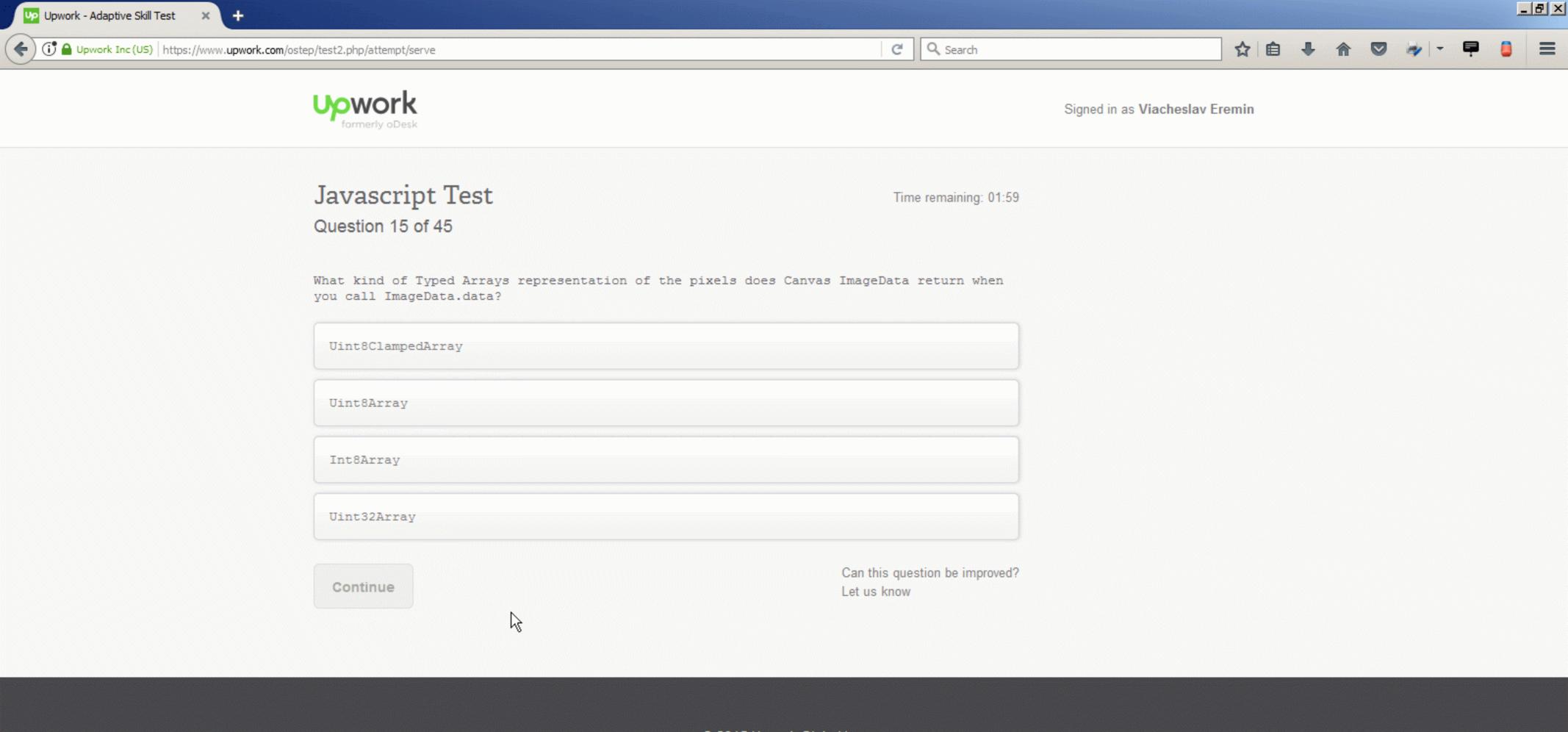
Time remaining: 01:59

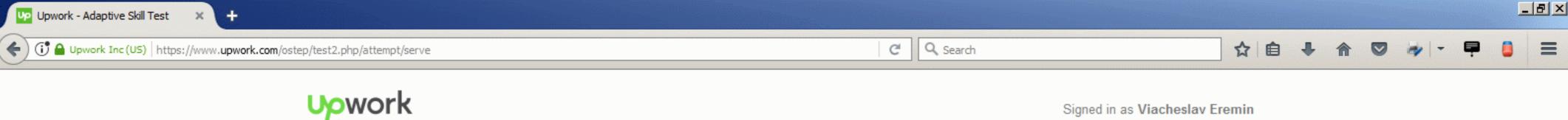
.0

Can this question be improved? Let us know

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Time remaining: 01:59

Can this question be improved?

Let us know



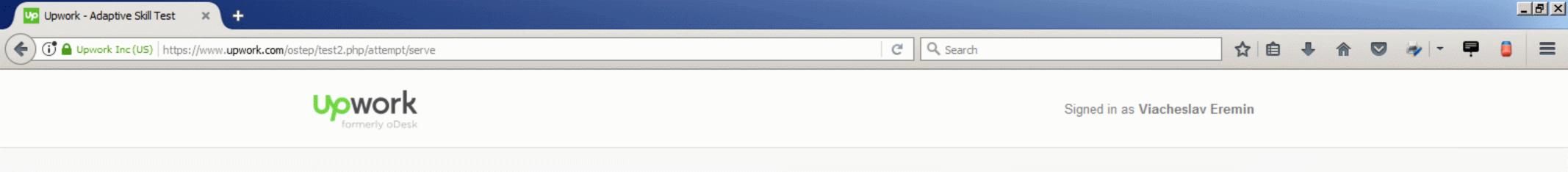
# Javascript Test

Question 16 of 45

Continue

In case of comparing objects, which of the following one results is True?

new String('opps') === 'opps' new Number(1) === 1 var res = {}; res === res All of the above



# Javascript Test

Time remaining: 01:34

Question 16 of 45

In case of comparing objects, which of the following one results is True?

```
{} === {}

new String('opps') === 'opps'

new Number(1) === 1

var res = {};
 res === res
```

All of the above

Continue



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# Javascript Test

Question 18 of 45

Time remaining: 01:59

How does the this keyword work within a JavaScript object literal?

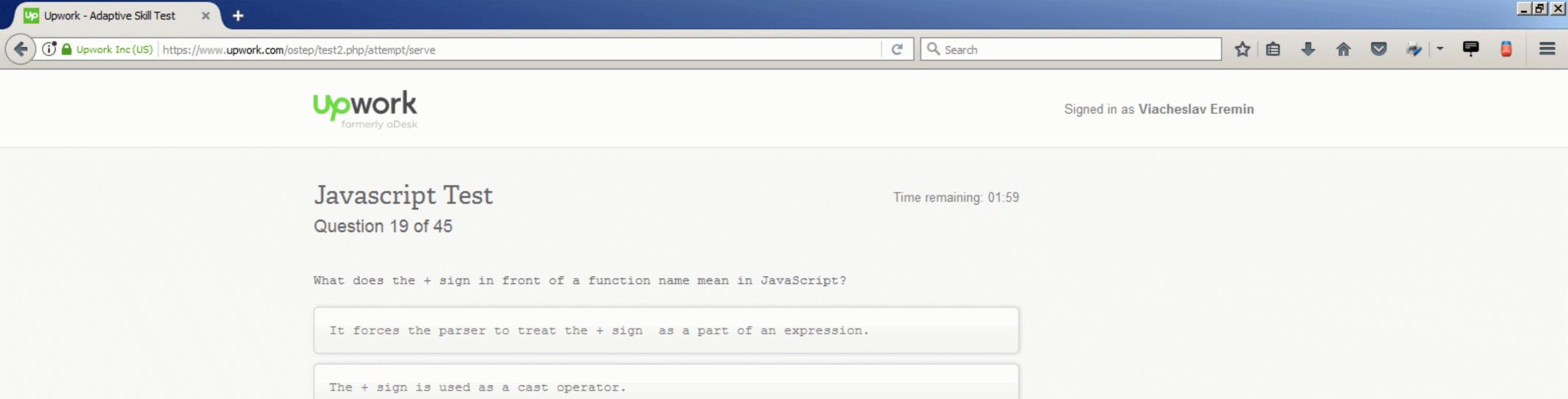
```
<script>
var foo = {};
foo.someMethod = function() {
   alert(this);
</script>
```

```
<script>
someMethod = function() {
  alert(this);
</script>
```

```
<script>
var foo = {};
someMethod.foo = function(){
    alert(this);
                                                        B
</script>
```

```
<script>
var foo = {};
someMethod = function(foo){
   alert(this);
</script>
```

Continue



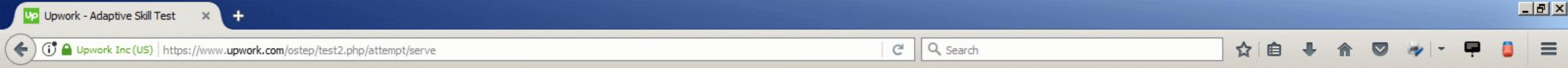
Continue

None of these.

It is used to denote a type of object in JavaScript.

Can this question be improved? Let us know

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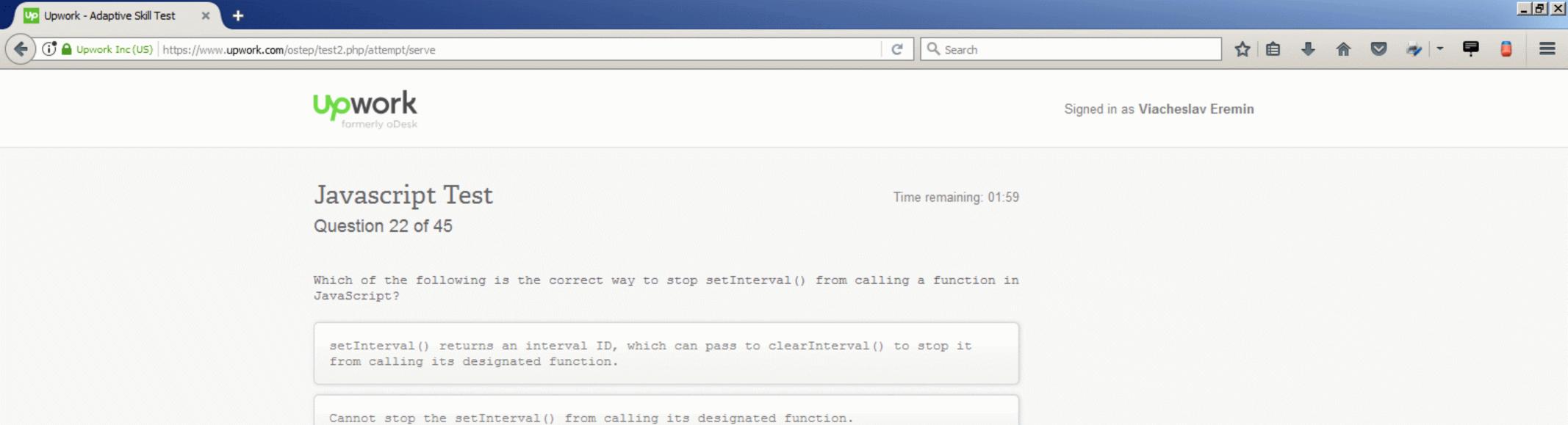
Continue

## Signed in as Viacheslav Eremin

# Javascript Test Question 20 of 45 Which of the following code snippets changes an image on the page? var img = document.getElementById("imageId"); img.src = "newImage.gif"; var img = document.getElementById("imageId"); img.style.src = "newImage.gif"; var img = document.getElementById("imageId"); img.src.value = "newImage.gif"; var img = document.getElementById("imageId"); img.src.value = "newImage.gif";

Can this question be improved?

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Stopping setInterval() is browser-dependent; some browsers support stopping setInterval(), others don't.

None of these.

Continue

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## Javascript Test

Question 23 of 45

Imagine you have canvas which has an image in its content. How do you capture HTML Canvas as an image?

```
var canvas = document.getElementById("canvasID");
var url = canvas.toDataURL("image/png");
document.write('<img src="'+url+'"/>');
```

```
var canvas = document.getElementById("canvasID");
var context = canvas .getContext("2d");
var imgData=ctx.getImageData(10,10,50,50);
document.write(imgData);
```

```
var canvas = document.getElementById("canvasID");
var context = canvas .getContext("2d");
var img=document.getElementById("someImageId");
context.drawImage(img,0,0);
```

It is not possible.



Can this question be improved? Let us know

Time remaining: 00:31



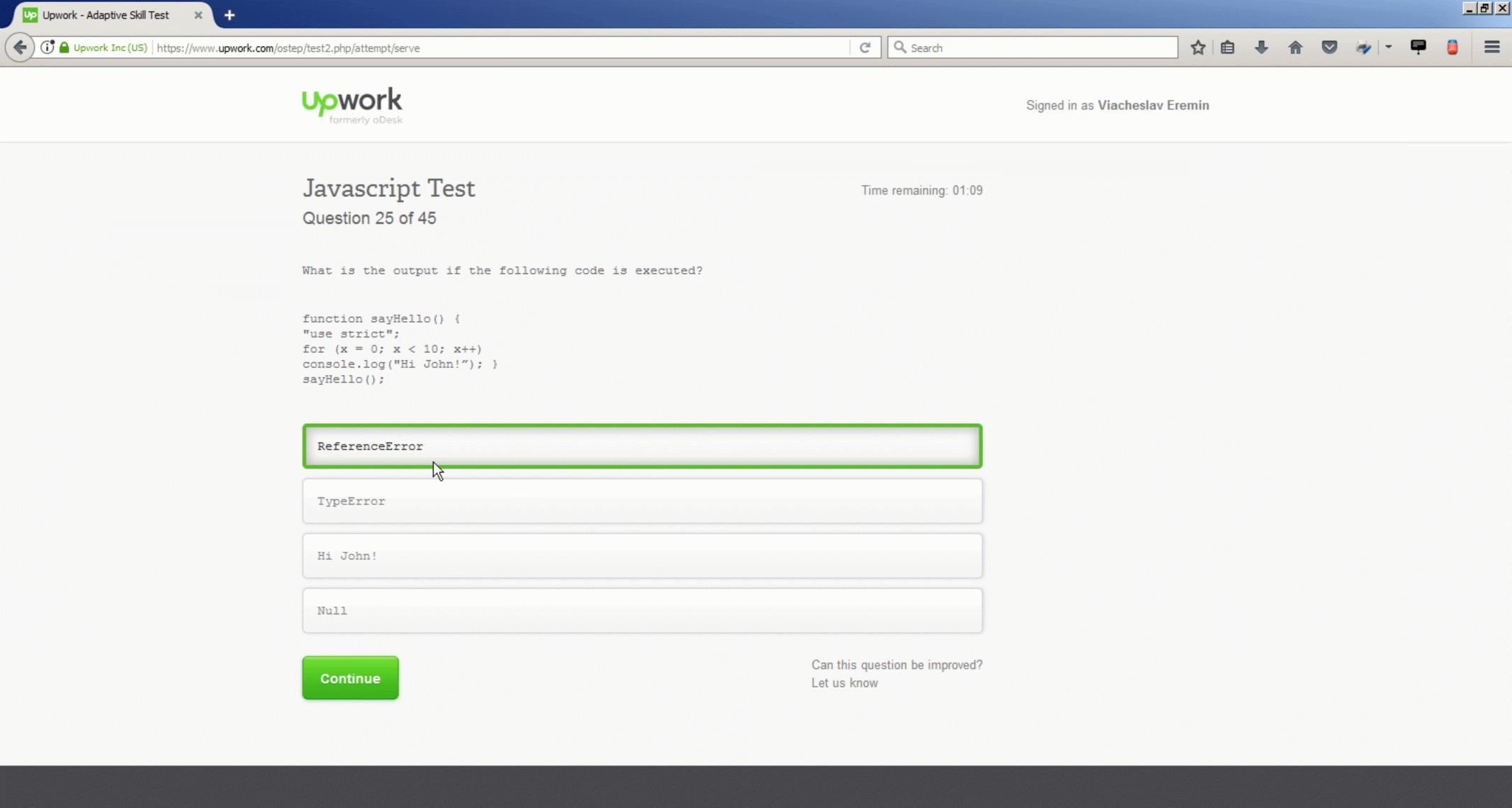
Continue

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# Javascript Test Time remaining: 01:57 Question 24 of 45 Consider the following code output? var odnum = false; function calculateRes(num) { if (num % 5 == 0) { odnum = false; } else { odnum = true; calculateRes(6) true undefined false null Can this question be improved?

Let us know



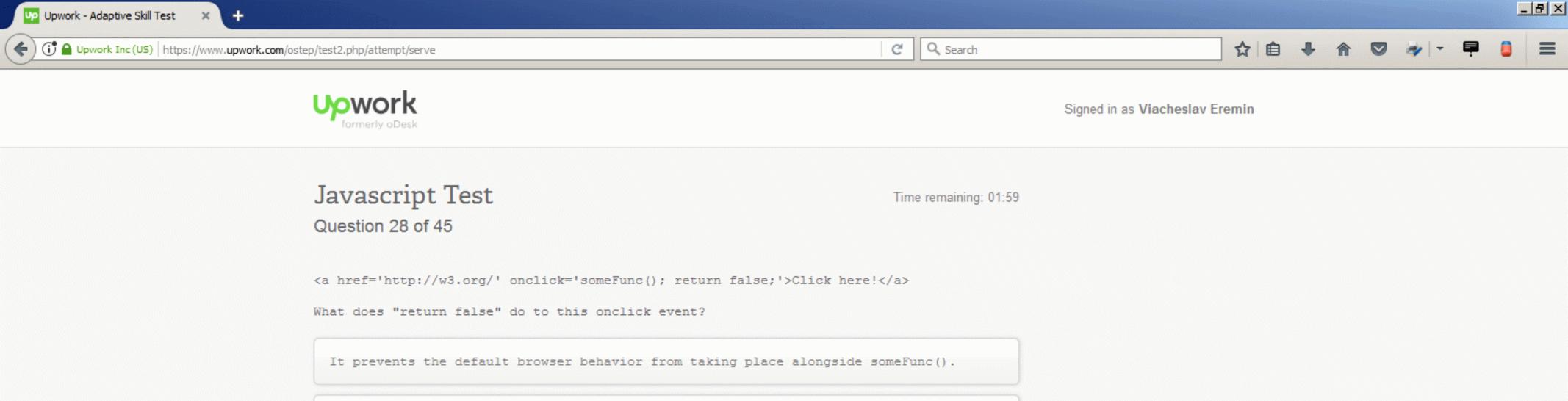


Continue

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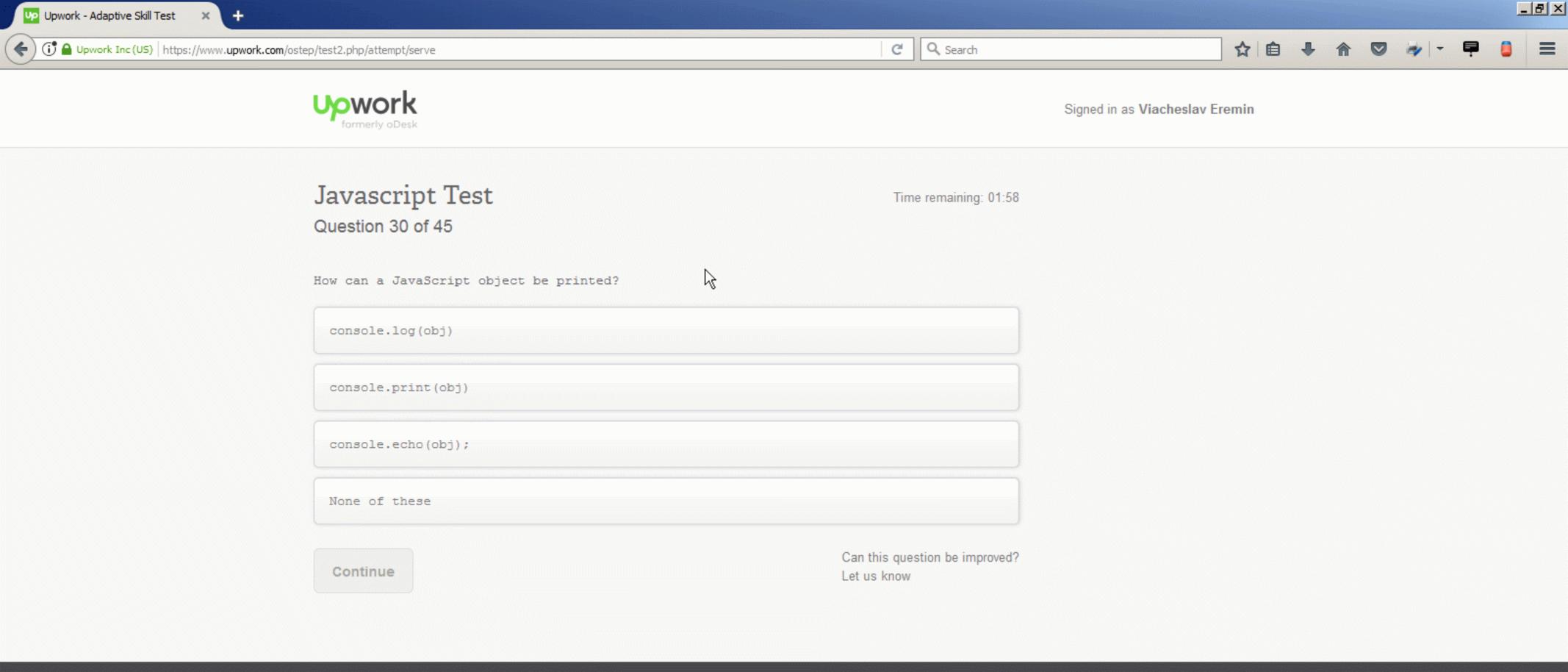


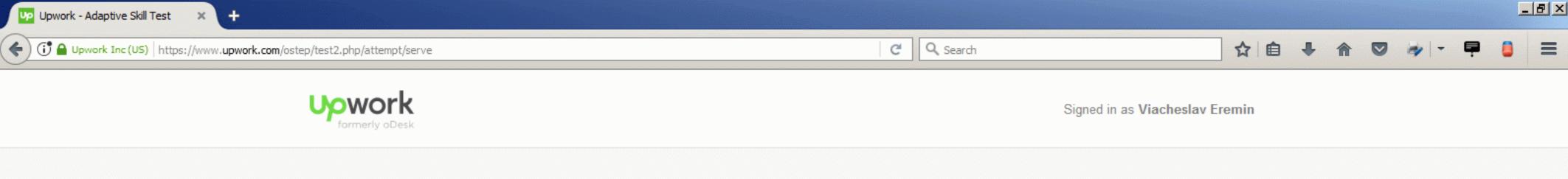
None of the above.

It prevents someFunc() to run from a second click.

It prevents someFunc() from returning any values.

Continue





# Javascript Test

Question 31 of 45

Time remaining: 01:59

Which of the following statements is correct?

There is no undefined property in JavaScript.

Undefined object properties can be checked using the following code:

if (typeof something == null)

alert("something is undefined");

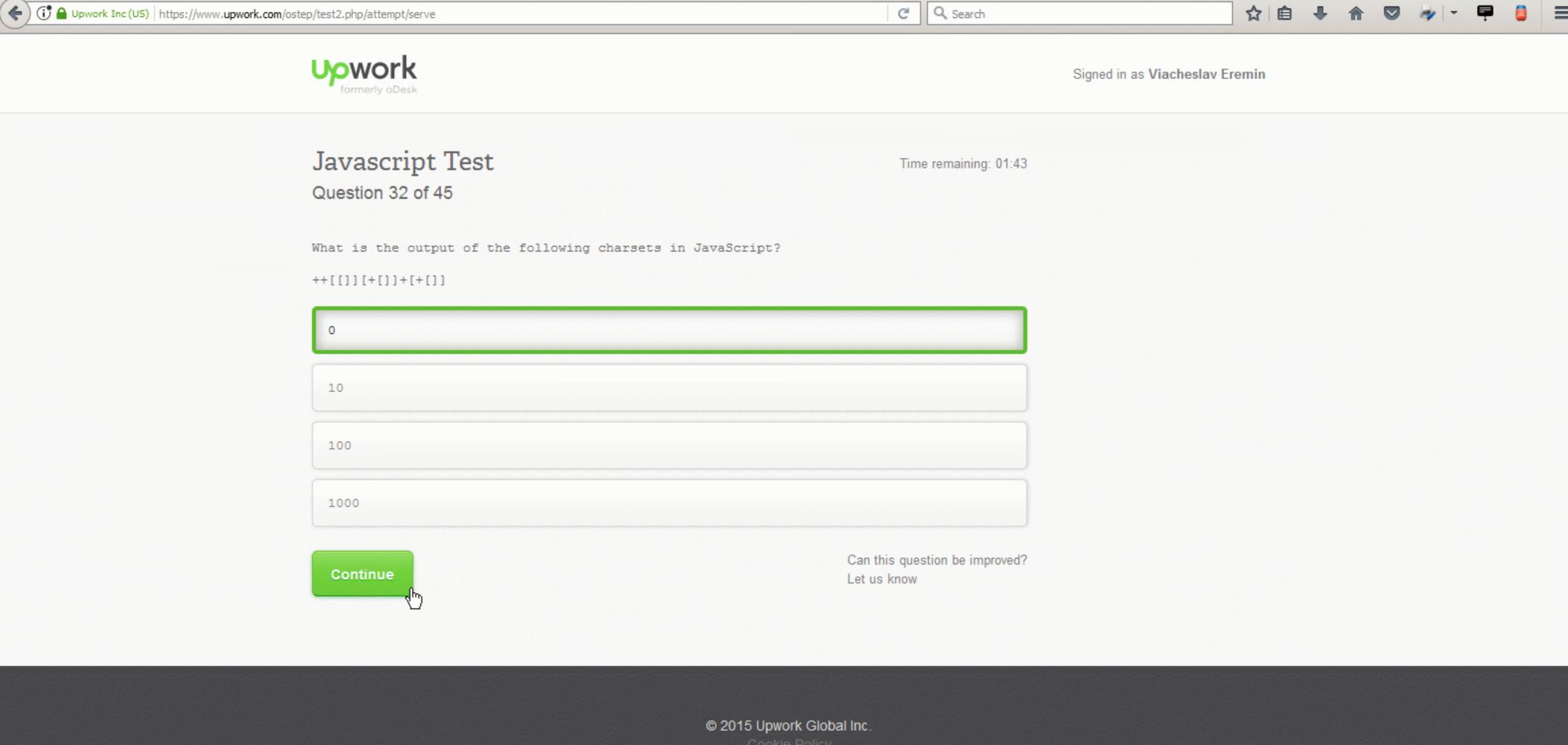
It is not possible to check for undefined object properties in JavaScript.

Undefined object properties can be checked using the following code:

if (typeof something === "undefined");

alert("something is undefined");

Continue



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Time remaining: 01:05







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# Javascript Test

Question 33 of 45

Which of the following will implement a singleton pattern in JavaScript?

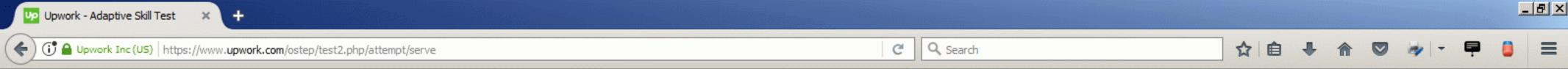
```
<script>
var anObject = {
 method1: function () {
   // ...
 method2: function () {
   // ...
};
</script>
```

```
<script>
function method1(){
 .....// ....
function method2(){
 // ...
</script>
```

```
<script>
var method1 = function() {
  ....//
var method2 = function(){
// ...
</script>
```

```
<script>
var method1;
var method2;
</script>
```

Continue





# Javascript Test

Question 34 of 45

Time remaining: 01:58

Which of the following are legal event handlers for the image object? (check all that apply)

Note: There may be more than one right answer.

Onload Onabort Onmove All of the above Can this question be improved? Continue

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