

# Unit Test | Programming (JavaScript)

**Matching** – Match each with the **BEST** possible answer, each choice can only be used once.

- |                                                                                                       |                                                                                                                |
|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| 1. Is followed by a colon( : ) and can be a number or a string                                        | 16. Can store numbers or strings                                                                               |
| 2. This object has the length property                                                                | 17. Returns a number from 1-31                                                                                 |
| 3. Is often paired with the <i>else</i> statement                                                     | 18. Returns a number from 0-6                                                                                  |
| 4. Looks like a plus sign, but used with strings                                                      | 19. Takes a parameter that is number from 0-.length-1                                                          |
| 5. A loop that runs until the condition is met                                                        | 20. If only one parameter is used in this method, then it will automatically make the second parameter .length |
| 6. if : else :: switch : _____                                                                        |                                                                                                                |
| 7. In the Math object, PI is one of these                                                             |                                                                                                                |
| 8. Used in <i>switch</i> statements to tell a case has ended                                          |                                                                                                                |
| 9. The keyword to create a new object                                                                 | a) <b>Variable</b>                                                                                             |
| 10. Holds methods and properties                                                                      | b) <b>String</b>                                                                                               |
| 11. Must use this when trying to get an integer from the user                                         | c) <b>Property</b>                                                                                             |
| 12. A loop that has three commands that are separated by a semicolon, the middle one is the condition | d) <b>parseInt</b>                                                                                             |
| 13. Similar to an <i>if</i> statement, but uses cases instead                                         | e) <b>default</b>                                                                                              |
| 14. Must always create a variable using the new keyword to use this object                            | f) <b>switch</b>                                                                                               |
| 15. Is preceded by an object and followed by parenthesis ( )                                          | g) <b>case</b>                                                                                                 |
|                                                                                                       | h) <b>if</b>                                                                                                   |
|                                                                                                       | i) <b>Concatenation</b>                                                                                        |
|                                                                                                       | j) <b>for</b>                                                                                                  |
|                                                                                                       | k) <b>while</b>                                                                                                |
|                                                                                                       | l) <b>substring</b>                                                                                            |
|                                                                                                       | m) <b>Date</b>                                                                                                 |
|                                                                                                       | n) <b>Object</b>                                                                                               |
|                                                                                                       | o) <b>Method</b>                                                                                               |
|                                                                                                       | p) <b>new</b>                                                                                                  |
|                                                                                                       | q) <b>.getDay( )</b>                                                                                           |
|                                                                                                       | r) <b>.getDate( )</b>                                                                                          |
|                                                                                                       | s) <b>break</b>                                                                                                |
|                                                                                                       | t) <b>charAt( )</b>                                                                                            |

Is the following a property or a method AND what object it is from

**P:** Property

**M:** Method

**Str:** String

**D:** Date

**Math:** Math

Examples:

e1) .substring() **M – Str** e2) .getHours() **M - Date**

21) .toUpperCase()

22) .random()

23) .PI

24) .length

25) .floor()

26) .getHours()

27) .charAt()

**Circle exactly 5 errors**

```
var rand = Math.roundDown(Math.getRandomNum()*100)+1;
```

```
var guess = parseInt(prompt("Guess a number 1-100", 50));
```

```
while( guess != rand)
```

```
{
```

```
    if(guess < rand)
```

```
    {
```

```
        guess = parseInt (prompt(guess + " is too low, try again", guess));
```

```
    }
```

```
    else (guess > rand)
```

```
    {
```

```
        guess = parseInt (prompt(guess + " is too high, try again", guess));
```

```
    }
```

```
}
```

```
alert("You got it! It was " + rand);
```

## Fill in the blanks

```
_____ bg="";

var _____ = Math.floor(Math.random()*_____);

_____ (rand)
{
    case 0: bg = "red"; break;
    case 1: bg = "blue"; break;
    case 2: bg = "green"; break;
    case 3: bg = "yellow"; break;
    case 4: bg = "black"; break;
    case 5: bg = "orange"; break;
    case 6: bg = "pink"; break;
    case 7: bg = "purple"; break;
    case 8: bg = "tan"; break;
    case 9: bg = "aqua"; break;

    _____: alert("Something went wrong");
}

alert("Your random color is " + _____);
```

## Writing Code

Write the code that displays the correct time of day in military time in an alert. For example, if it were 2:05pm it would display **1405** and if it were 2:05am it would display **0205**. Make sure you create any necessary objects.

## Writing Code continued

Write the **full** code to ask the user to enter their name using a prompt and store it in a variable called ***name***, make the 1<sup>st</sup> letter upper case and the rest of the letters in lower case, and display in an alert exactly 500 times using a loop.

```
//Ask the user to enter their name and store it as name
```

```
//Make name cased correctly
```

```
//Display in an alert – Exactly 500 times (hint: use a loop)
```

**Bonus:** Using a *for loop*, display the *name* from above one time in reverse order (last letter 1<sup>st</sup>)