

Class :-12th Science Information Technology Teacher : Mrs. Shilpa Kate

MCQ Questions : Lesson No.3::Advanced Javascript

Q1 Fill in the blanks

1. In **Server-side** scripting the script resides on web server.
2. JavaScript has a built-in multiway decision statement known as **switch**.
3. **Iteration** refers to the execution of statement or a group of statements of code for a fixed number of times.
4. **For** loop combines initialization, condition and loop iteration in single statement.
5. **Break** statement is used to jump out of loop.
6. When it is necessary to skip statement block and take the control at the beginning for next iteration **Continue** statement is used.
7. The **new** keyword is used to create new object in JavaScript.
8. An **object** can group data together with functions needed to manipulate it.
9. All tangible things are known as **Objects**.
10. DOM stands for **Document Object Model**.
11. Using **getElementById()** method id properly is used to find an element.
12. **Window** object is parent of all other objects.
13. **Location** property of window object returns the location object for the window.
14. The **innerHTML** property is useful for getting html element and changing its content.
15. **Blur()** method of window object removes focus from current window.
16. **Onfocus** event handler occurs when an element gets focus.
17. **Onselect** event handler occurs when user clicks submit button.
18. **charAt()** method of string object returns the character at the specified position.
19. **indexOf()** method of string object returns the index of the first occurrence of specified character in given string
20. **toLowerCase()** method of string object converts a string to lower case.

Q2 True or false

1. Javascript cannot handle date and time
Ans:: False
2. Javascript is an object oriented scripting language.
Ans:: True

3. There should not be duplicity between the cases.

Ans:: True

4. Loop will execute statement in statements block will the condtion is false.

Ans:false

5. Break statement is used to jump out of loop.

Ans:: True

6. Continue statement is used to make early exit from a loop.

Ans:: false

7. Javascript is an entity having properties and objects.

Ans:: True

8.Properties and method of object are accessed with “.” Operator.

Ans:: True

9. onKeyPress,onKeyDown are keyboard events

Ans:: True

10.onfocus event handler occurs which an element gets focus.

Ans: True

11.length property returns the number of characters in a string.

Ans: True

12. NaN property of number of object returns Not a Number value

Ans: True

Q3 .Multiple choice question – 1 correct option

1.Javascript has a built-in multiway decision statement known as _____

a. condition

b.switch

c. break

d. continue

2.refers to the execution of statement or a group of statement or a group of statements of code for a fixed number of times.

a. statement

b. .function

c. Method

d. Iteration

3.....statement is used to jump out of loop.

a. Break

b. Respond

c. continue

d. react

4. What it is necessary to skip statement block and take the control at the beginning for next iterationstatement is used.

a. break

b. react

c. response

d. continue

5. The.....keyword is used to create new object in Javascript.

a. Next

b.New

c.Wend

d. Loop

6. An....can group data together with together with functions needed to manipulate it.

a.Method

b.Function

c. Object

d.Response

7. All tangible things are known as

a.Objects

b.Method

c.function

d.variable

8.....property of DOM object returns URL of the HTML document

a.SRC

b. HREF

c. LINK

d. URL

9.Usingmethod id property is useful for getting html element and changing its content.

a.write

b.URL

c.innerHTML

d.writeIn

10.....object represents an open window in browser

a.Window

b.Math

c.Array

d.String

11.....method of window object sets focus to the current window.

a.open()

b.blur()

c.close()

d.focus()

12.....event occurs when user leaves or loses focus of an element.

a)onblur

b)onchange

c)onfocus

d)onchange

13.....event occurs when user clicks submit button.

a)onblur

b)onchange

c)onfocus

d)onsubmit

14.....event occurs when page/image has been loaded

a)onblur

b)onload

c)onsubmit

d) onunload

Q4 .Multiple choice question Select 2 correct options:::

1.Types of loops in JavaScript are.....

a. for...loop

b. while...loop

c. for....next

d. while.....wend

2. Correct method of for loop are....

a. for(i=1;i<=5;i++)

```
{  
document.write(i);  
}
```

b. for(i=1,i!=4);

```
{  
document.write(i);  
}
```

```
c. for(i=1;i<=5;i++)  
{  
document.writeln(i);  
}
```

3. Following are the properties of Document Object Model

- a. Src**
- b. head
- c. URL**
- e. title

4. Following are the methods of window object

- a. write()**
- b. body
- c. URL
- d. writeln()**

6. Following are the event handlers in JavaScript

- a. onsubmit**
- b. write()
- c. writeln()
- d. onchange**

7. Following properties of Number Object returns the largest minimum and maximum value

- a. MIN_VALUE**
- b. MAX_VALUE**
- c. toLowerCase()
- d. toUpperCase()

8. Following are the methods of string objects

- a) charAt()**
- b) width
- c) length
- d) trim()**

*******Javascript Programs*******

1. Program to display Even numbers from 25 to 50. Using onclick event

Ans:

```
<html>

<head>

<script type="text/javascript">

function even()

    {

var i;

    document.write("<br> Even Numbers from 25-50 are <br>");

    for(i=26;i<=50;i=i+2)

        {

document.write("<br>" +i);

        }

    }

</script>

</head>

<body>

<input type="button" value="click Here" onClick="even()">

</body>

</html>
```

2.Program to display cube of any number

```
<!doctype html>

<html>

  <head>

    <script type="text/javascript">

      function getcube()

      {

        var num;

          num=document.getElementById("number").value;

        alert(num*num*num);

      }

    </script>

  </head>

  <body>

    <form>

      Enter number :<input type="text" name="t1" id="number">

      <input type="button" value="cube" onClick="getcube()">

    </form>

  </body>

</html>
```


3.DISPLAY MULTIPLICATION of two numbers, which were ACCEPTED from user.

```
<!doctype html>

<html>

  <head><title>Calculator using Javascript</title>

  <script type="text/javascript">

    var result=0;

    function calc()

    {

      var n1=parseInt(f1.t1.value);

      var n2=parseInt(f1.t2.value);

      document.write("<br>Accepted Numbers are n1= "+n1+" & n2="+n2);

      result=n1*n2;

      document.write("<br>Multiplication is="+result);

    }

  </script>

</head>

<body>

  <form name="f1">

    Enter first Number:<input type="text" name="t1"><br><br>

    Enter Second Number:<input type="text" name="t2"><br><br>

    <input type="button" value="Calculator" onClick="calc()">

  </form>

</body>

</html> <!doctype html>
```

4 .DISPLAY Table of 5

```
<html>
<head><title> Display table of 5</title>
<script type="text/javascript">
  function display()
  {
    var i, num=5, res
    document.write("Table of 5");
    document.write("<Br>");
    for(i=1;i<=10;i++)
    {
      res=num*i;
      document.write(num+"*" +i+"="+res+"<BR>");
    }
  }
</script>
<body>
  <h1> Table of number</h1>
  <form>
    <input type="button" value="clickhere" onClick="display()">
  </form>
</body>
</html>
```