

Review of Module 3

JavaScript

Module 3 Exam

- Please see the list of topics on the 165 Fall 2017 site:
<http://www.cs.sfu.ca/CourseCentral/165/tjd/index.html>
- This exam covers mostly JavaScript, but will also necessarily cover some HTML and CSS
 - The exam could cover anything in the readings/links posted on the topics site, things discussed in lectures, or things from the project
- Review the marking scheme on Canvas to be sure you understand how exams will be scored
 - You will have a second chance during the final exam to write another version of this exam
 - Your final exam score will be the higher of these two marks

Exam Hints

- Time is tight during in-class exams!
- Show up on time!
- Bring a pencil!
- Bring your SFU student ID card (or other official picture ID)
- Put all bags, computers, books, etc. at the front of the room
- Please use the washroom before/after the exam
 - No one may leave the exam and re-enter the room to continue writing it

Practice Questions

Some of the following questions are **not** the same style/structure as the questions that you will get on the exam!

Not all possible questions are covered in these practice questions. You still need to review the course notes.

True or ***false***: JavaScript is a version of the Java language that runs in web browsers.

?

- a) ***True*** or ***false***: JavaScript was originally created by Brendan Eich.
- b) ***True*** or ***false***: JavaScript was originally called ECMAScript.
- c) ***True*** or ***false***: JavaScript was originally implemented in 10 months.

?

In JavaScript, what are the logical **or**, **and**, and **not** operators, and how do they work?

?

In JavaScript, what are the preferred operators for testing if two things are equal, or not equal?

?

What is the main JQuery function?

?

What does the JQuery ready function?

?

What does the JQuery function call `$('login')` do?

?

What does this code fragment print?

```
let x = 3;  
let y = 1;  
let z = 2;  
if (x !== y) {  
  console.log("go");  
} else if (y !== z) {  
  console.log("stop");  
}  
  
?
```

What is p5.js?

?

In p5.js, when are `setup()` and `draw()` normally called?

?

In p5.js, how do you “clear” the canvas?

?

In p5.js, does a 200 by 199 pixel canvas have a pixel in the exact center?

?

In p5.js, how does `mousePressed()` work?

?