

1. Below is a list of four objects. From the list, ***pick only two*** and describe the arguments (args) that are passed to their constructor functions.

Array – The Array object takes either the initial size of the array or the initial list of elements.

Image – The Image object takes the initial width and height as its arguments.

String – The String object takes the initial string.

Date – There are a number of ways to initialize the Date object. It can take the number of milliseconds since 01/01/70 00:00:00. It can take a string representing the date using a special format. It can also take a set of integers representing the year, month, and day of the date and even the hours, minutes, seconds, and milliseconds.

2. To change the picture displayed in an Image object, you need to assign a new URL to what property of the Image?

src

3. Below is the constructor for a custom object called webWindow. In the space below the constructor, write the code to create an instance of webWindow called ***mywindow*** that is 600 pixels by 400 pixels with a URL of http://www.xyz.com. (The dimensions are integers while the URL is a string.)

```
function webWindow(url, width, height)
{
    this.webURL = url;
    this.window_width = width;
    this.window_height = height;
}

var mywindow = new webWindow("http://www.xyz.com", 600, 400);
```

4. Most predefined objects have a function called _____ which returns the values or a description of the object in the form of a string that can be output to the client.

a.) toString() b.) output() c.) toValues() d.) properties() e.) write() f.) alert() g.) sendString()

5. The keyword _____ is used to identify the current instance being created by the constructor.

a.) object b.) isself c.) here d.) getself e.) id f.) this g.) my

6. The property of the String object that returns the number of characters in the string is:

a.) length b.) count c.) countof d.) numchar e.) chars f.) index g.) array

7. The code `page.prototype.setColor = function(color)` is used to:

a.) format a new page with a background color of **color**
b.) define a constructor for the object **page**
c.) define a constructor for the object **setColor**
d.) set color of **page** equal to the value returned by the function function(color)
 e.) define a function called setColor() for the object **page**

8. In order to access the object properties and methods of an HTML element, we must declare an object instance that points to that HTML element. This is done with the _____ method.

a.) getHTMLObject() b.) getHTMLElement() c.) getWebElement()
 d.) getElementById() e.) elementToInstance() f.) accessHTMLElement()

9. Convert the following CSS property names to their corresponding JavaScript Property names:

font-family – **fontFamily**

border-left-color – **borderLeftColor**