

What does addEventListener do?

1. Makes the page colorful
2. Waits for something to happen (like a click)
3. Deletes an element
4. Creates a new button

What happens when you click a button with a click event?

1. Nothing
2. The page refreshes
3. The code inside the function runs
4. The button disappears

What keyword do we use to create a variable?

1. Var
2. Let
3. New
4. Create

What type of data is "Hello"?

1. Number
2. Boolean
3. String
4. Array

What does DOM stand for?

1. Data Object Model
2. Document Object Model
3. Digital Online Mode
4. Display Output Manager

Which method finds an element by its ID?

1. findElement()
2. getElementById()
3. searchById()
4. locateElement()

How do you get what a user typed in an input field?

1. `input.text`
2. `input.value`
3. `input.content`
4. `input.data`

What does the `+` operator do with strings?

1. Adds numbers
2. Joins text together
3. Subtracts
4. Multiplies

What does `===` mean in JavaScript?

1. Less than
2. Greater than
3. Exactly equal to
4. Not equal to

When does the 'else' block run?

1. Always
2. When the if condition is true
3. When the if condition is false
4. Never

What does `>=` mean?

1. Greater than
2. Less than
3. Greater than or equal to
4. Not equal

What does `i++` do in a for loop?

1. Subtracts 1 from i
2. Adds 1 to i
3. Multiplies i by 2
4. Resets i to 0

In 'for (let i = 0; i < 3; i++)', how many times does the loop run?

1. 2 times
2. 3 times
3. 4 times
4. 0 times

What is the purpose of loops?

1. To make code run once
2. To repeat code multiple times
3. To stop the program
4. To create variables

What JavaScript concept is used to track points in the game?

1. Loops
2. Variables
3. HTML
4. CSS

What runs every 1000 milliseconds (1 second) in the game?

1. Click event
2. For loopset
3. Interval timer
4. If statement

Which concepts from this course does the mini game use?

1. Only variables
2. Only click events
3. Only loops
4. Variables, events, conditions, and DOM