**CS101 Quizz # 3 june 11, 2012**

**Specifying the space in which a variable will be effective is called:**

Variable declaration

Variable definition

**Variable Scope**

Variable garbage collection

**Heuristics are used because they**

Always give the best results

Mostly gives good-enough results

Don’t give wrong results

**Are commonly used as rule of thumb**

**The pattern in which computer are connected together to form a network is called:**

**Network Topology**

Network Transmission

Network Protocol

None of the given choices

**Which variables can make the logic of a Web page difficult to understand?**

**Global**

Local

Both local and global

None of the given choices

**UTP stands for**

Ultra Twisted Pair

Unified Twisted Pair

**Unshielded Twisted Pair**

None of the given choices

**The functions which call themselves from their (own) body are called:**

Virtual functions

Abstract functions

Overriding functions

**Recursive functions**

**JavaScript Variables are \_\_\_\_\_\_\_\_\_\_\_\_.**

Strong Typed

**Dynamically Typed**

Statically Typed

None of the given options

**Email uses \_\_\_\_\_\_\_\_\_\_\_\_\_ protocol.**

**SMTP**

HTTP

FTP

None of the given choices

**Which of the following is True about “pareseFloat(String)” function: I) If the first character cannot be converted to a number, parseFloat returns NaN. II) it returns the fractional portion of floating point number. III) Parses the string argument; returns a FP number. IV) Non of given options.**

I and II Only

**II and III Only**

I and III Only

IV Only

**A named collection of properties (data, state) & methods (instructions, behavior) is called**

**Object**

Entity

Relation

Template