**Q.1** What’s Constructor And Its Purpose?

**Answer:** A constructor is a special type of subroutine called to create an object. It is invoked implicitly at the time of instantiation. The main purpose of constructor is to initialize the instance variables of a class. It prepares the new object for use, often accepting arguments that the constructor uses to set required member variables.

**Q.2** Explain This Keyword and Its Purpose?

In Java, **this** is a keyword which is used to refer to the current object of a class. It is used to refer to a class’s current instance variable. It may also be used to call a function constructor of a class from another constructor of the same class. Every object in java has a reference to itself, which may be retrieved with the keyword.

**Q.3** What’s Call Apply Bind Method & Difference Between them?

In Java Script, **call**, **apply**, and **bind** are methods that can be used to set the context (this keyword) of a function when it’s called. The main difference between these methods is how they pass arguments to the function. The **call** method allows you to call a function with a specified this value and arguments provided as a comma-separated list. The **apply** method is similar to the **call** method, but it takes an array of arguments instead of a comma-separated list.

**Q.4** Explain OOPS ?

**Answer:** Object-oriented programming (OOP) is a programming paradigm that uses objects to design applications and computer programs. It is based on the concept of objects that contain data and methods that can be used to manipulate that data. OOP is used to create modular and reusable code that can be easily maintained and updated. It provides a way to organize code into smaller, more manageable pieces that can be reused across different applications.

Q.5 What is Abstraction and Its Purpose?

**Answer:** Abstraction is a process of hiding the implementation details and showing only the functionality to the user. It is one of the fundamental concepts of object-oriented programming (OOP). The purpose of abstraction is to reduce complexity and increase efficiency by making code more modular and easier to maintain. Abstraction allows developers to create classes that are independent of each other and can be used in different applications.

**Q.6** What is Polymorphism and Purpose of it?

**Answer:** Polymorphism is a concept in object-oriented programming that allows objects of different classes to be treated as if they were objects of the same class. It is one of the fundamental concepts of OOP. The purpose of polymorphism is to allow developers to write code that can work with objects of different classes without having to know the details of those classes. This makes code more modular and easier to maintain.

**Q.7** What is Inheritance and Purpose of it?

**Answer:** Inheritance is a concept in object-oriented programming that allows one class to inherit properties and methods from another class. It is one of the fundamental concepts of OOP. The purpose of inheritance is to allow developers to create new classes that are based on existing classes. This makes code more modular and easier to maintain because developers can reuse code that has already been written.

**Q.8** What is Encapsulation and Purpose of it?

**Answer:** Encapsulation is a concept in object-oriented programming that refers to the practice of hiding the internal workings of an object from the outside world. It is one of the fundamental concepts of OOP. The purpose of encapsulation is to protect the data and methods of an object from being accessed or modified by code outside the object. This makes code more secure and easier to maintain.

**Q.9** Explain Class in JavaScript?

**Answer:** In JavaScript, a class is a type of function that defines a blueprint for creating objects. It is a template for creating objects that share the same properties and methods. A class can have properties and methods, just like an object. The difference is that a class is not an object itself, but rather a blueprint for creating objects.

**Q.10** What’s Super Keyword & What it does?

**Answer:** In JavaScript, the **super** keyword is used to call functions on an object’s parent. It is used to call the constructor of a parent class and to call methods on the parent object. The **super** keyword is often used in classes that inherit from other classes. It allows developers to reuse code that has already been written and to create more modular and maintainable code.