**1. What is the difference between Java & JavaScript ?**

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| --- | --- |
| **Java** | **JavaScript** |
| Java is an OOP programming language. | JavaScript is an OOP scripting language. |
| It creates applications that run in a virtual machine or browser. | The code is run on a browser only. |
| Java code needs to be compiled. | JavaScript code are all in the form of text. |

### ****2. What is JavaScript ?****

[JavaScript](https://www.edureka.co/blog/what-is-javascript/)  is a **lightweight**, **interpreted** programming language with object-oriented capabilities that allows you to build interactivity into otherwise static HTML pages.

### ****3. What are the data types supported by JavaScript ?****

The **data types** supported by JavaScript are:

* Undefined
* Null
* Boolean
* String

### ****4. What are the features of JavaScript ?****

Following are the [**features** of JavaScript](https://www.edureka.co/blog/javascript-tutorial/):

* It is a **lightweight, interpreted** programming language.
* It is designed for creating **network-centric** applications.
* It is complementary to and **integrated** with Java.
* It is an **open** and **cross-platform** scripting language.

### ****5. Is JavaScript a case-sensitive language ?****

Yes, JavaScript is a**case sensitive** language. The language keywords, variables, function names, and any other identifiers must always be typed with a consistent capitalization of letters.

### ****6. What is the purpose of ‘This’ operator in JavaScript?****

The JavaScript **this** keyword refers to the object it belongs to. This has different values depending on where it is used.

**7. How can you create an object in JavaScript ?**

JavaScript supports **Object** concept very well. You can create an object using the **object literal** as follows-

var emp = { name: “Denial” , age: 23 };

### ****8. What are the advantages of JavaScript?****

### ****JavaScript advantages - JavaScript interview questions****

### ****9. How can you create an Array in JavaScript ?****

You can define arrays using the **array literal** as follows-

var x = [ ]; var y = [1, 2,, 3, 4];

### ****10. What is a name function in JavaScript & how to define it ?****

A named function declares a name as soon as it is defined. It can be defined using **function** keyword as :

Function named (){ // write code here }

### ****11. Can you assign an anonymous function to a variable and pass it as an argument to another function ?****

Yes! An anonymous function can be assigned to a variable. It can also be passed as an argument to another function.

In case you are facing any challenges with these JavaScript Interview Questions, please comment on your problems in the section below.

### ****12. What are the scopes of a variable in JavaScript ?****

The scope of a variable is the **region** of your program in which it is **defined**. JavaScript variable will have only two scopes.   
• **Global Variables** − A global variable has global scope which means it is visible everywhere in your JavaScript code.  
•**Local Variables** − A local variable will be visible only within a function where it is defined. Function parameters are always local to that function.

### ****13. What is Callback?****

A ***Callback*** is a plain JavaScript function passed to some method as an argument or option.

**14. Name some of the built-in methods and the values returned by them.**

|  |  |
| --- | --- |
| **Built-in Method** | **Values** |
| **CharAt()** | It returns the character at the specified index. |
| **Concat()** | It joins two or more strings. |
| **forEach()** | It calls a function for each element in the array. |
| **indexOf()** | It returns the index within the calling String object of the first occurrence of the specified value. |
| **length()** | It returns the length of the string. |
| **pop()** | It removes the last element from an array and returns that element. |
| **push()** | It adds one or more elements to the end of an array and returns the new length of the array. |
| **reverse()** | It reverses the order of the elements of an array. |

### ****15. How does TypeOf Operator work ?****

The **typeof** operator is used to get the data type of its operand. The operand can be either a **literal** or a [**data structure**](https://www.edureka.co/blog/data-structures-in-python/) such as a variable, a function, or an object. It is a **unary** operator that is placed before its single operand, which can be of any type.

**16. What are the variable naming conventions in JavaScript ?**

The following **rules** are to be followed while **naming variables** in JavaScript:

1. You should not use any of the JavaScript **reserved keyword** as variable name. For example, break or boolean variable names are not valid.
2. JavaScript variable names should not start with a **numeral** (0-9). They must begin with a letter or the underscore character. For example, 123name is an invalid variable name but \_123name or name123 is a valid one.
3. JavaScript variable names are **case sensitive**. For example, Test and test are two different variables.

**17. How to create a cookie using JavaScript ?**

The simplest way to create a cookie is to assign a string value to the **document.cookie** object, which looks like this-

**Syntax :- document.cookie = “key1 = value1; key2 = value2; expires = date”;**

### ****18. What is the difference between Attributes and Property ?****

**Attributes-**  provide more details on an element like id, type, value etc.

**Property-**  is the value assigned to the property like type=”text”, value=’Name’ etc.

### ****19. List out the different ways an HTML element can be accessed in a JavaScript code ?****

Here are the list of ways an HTML element can be accessed in a Javascript code:  
(i) **getElementById(‘idname’):** Gets an element by its ID name  
(ii) **getElementsByClass(‘classname’):** Gets all the elements that have the given classname.  
(iii) **getElementsByTagName(‘tagname’):** Gets all the elements that have the given tag name.  
(iv) **querySelector():** This function takes css style selector and returns the first selected element.

**20. In how many ways a JavaScript code can be involved in an HTML file?**

There are 3 different ways in which a JavaScript code can be involved in an HTML file:

* **Inline**
* **Internal**
* **External**

**21. What are the ways to define a variable in JavaScript ?**

The three possible ways of defining a variable in JavaScript are:

* **Var** – The JavaScript variables statement is used to declare a variable and, optionally, we can initialize the value of that variable. Example: var a =10;
* **Const** – The idea of const functions is not allow them to modify the object on which they are called.
* **Let** – It is a signal that the variable may be reassigned, such as a counter in a loop, or a value swap in an algorithm.

**22. What is a Typed language ?**

Typed Language is in which the values are associated with**values** and not with **variables**. It is of two types:

* **Dynamically:** in this, the variable can hold multiple types; like in JS a variable can take number, chars.
* **Statically:** in this, the variable can hold only one type, like in Java a variable declared of string can take only set of characters and nothing else.

### ****23. What is the difference between Local storage & Session storage?****

**Local Storage** – The data is not sent back to the server for every HTTP request (HTML, images, JavaScript, CSS, etc) – reducing the amount of traffic between client and server. It will stay until it is manually cleared through settings or program.

**Session Storage** – It is similar to local storage; the only difference is while data stored in local storage has no expiration time, data stored in session storage gets cleared when the page session ends. Session Storage will leave when the browser is closed.

### ****24. What is the difference between the operators ‘==‘ & ‘===‘ ?****

The main difference between “==” and “===” operator is that formerly compares variable by making **type correction** e.g. if you compare a number with a string with numeric literal, == allows that, but === doesn’t allow that, because it not only checks the value but also type of two variable, if two variables are not of the same type “===” return false, while “==” return true.

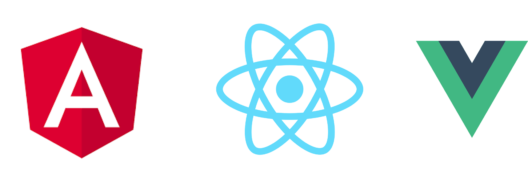
### ****25. What is the difference between null & undefined ?****

Undefined means a variable has been **declared** but has not yet been **assigned** a value. On the other hand, null(object) is an assignment value. It can be assigned to a variable as a representation of no value

### ****26. What is the difference between undeclared & undefined ?****

Undeclared variables are those that do not **exist** in a program and are not declared. Undefined variables are those that are declared in the program but have not been given any value.

**27. Name some of the JavaScript Frameworks ?**



A [JavaScript framework](https://www.edureka.co/blog/top-10-javascript-frameworks/) is an application framework written in JavaScript. It differs from a JavaScript library in its control flow. There are many JavaScript Frameworks available but some of the most commonly used frameworks are:

* [Angular](https://www.edureka.co/angular-training)
* [React](https://www.edureka.co/blog/reactjs-tutorial)
* Vue

### ****28. What is the difference between window & document in JavaScript ?****

### **Window:-** JavaScript window is a global object which holds variables, functions, history, location.

### **Document:-** The document also comes under the window and can be considered as the property of the window.

### ****29. What is the difference between innerHTML & innerText ?****

**innerHTML** – It will process an HTML tag if found in a string

**innerText** – It will not process an HTML tag if found in a string

**30. How can you convert the string of any base to integer in JavaScript ?**

The **parseInt()** function is used to convert numbers between different bases. It takes the string to be converted as its first parameter, and the second parameter is the base of the given string.

For example- parseInt(“4F”, 16)

### ****31. What would be the result of 2+5+”3″ ?****

Since 2 and 5 are integers, they will be added numerically. And since 3 is a string, its concatenation will be done. So the result would be 73. The ” ” makes all the difference here and represents 3 as a string and not a number.

### ****32. What is a prompt box in JavaScript?****

A prompt box is a box which allows the user to enter input by providing a **text box**. The prompt() method displays a dialog box that prompts the visitor for input. A prompt box is often used if you want the user to input a value before entering a page. When a prompt box pops up, the user will have to click either “OK” or “Cancel” to proceed after entering an input value.

**33. What is the difference between Call & Apply?**

The **call()** method calls a function with a given this value and arguments provided individually.

**Syntax-** fun.call(thisArg[, arg1[, arg2[, …]]])

The **apply()** method calls a function with a given this value, and arguments provided as an array.

**Syntax-** fun.apply(thisArg, [argsArray])

**34. What is output of "20" + 20 ?**

"2020". First 20 is string type, second is numeric, for addition, both should be numeric type.

**35. What is output of "20" + 20 + 20 and "20" + ( 20 + 20) ?**

"20" + 20 + 20 = "202020" but "20" + ( 20 + 20) is "2040"

**36. What is closure in JavaScript ?**

A var variable declared inside a function, i.e. local variable can also be accessed inside child function. This technique in javascript is called closures . See example.

function outer( ){

var i=2; // for both outer and inner functions

function inner(){

var j=3; // for inner function only

var k=i+j;

console.log(k); // 5

}

}