# Initial Quality Test.

### The pre-interview step.

**Task 1**

|  |
| --- |
| Create demo page using CSS(LESS, SCSS etc) / HTML:  Desktop: Header, footer, Main navigation Block, Content  Example: |

**Task 2**

|  |
| --- |
| Add to Html page image/content responsive slider (external js lib / plugin) plugin  For mobile: 1 item  For tablet: 3 items  For desktop: 5 items  Note: you can use already created page from task 1 |

**NOTE: I ATTACHED MY TASK 2 BEFORE THE FOOTER SECTION THANK YOU 😊!**

**Task 3**

|  |
| --- |
| Create ‘Back to top’ js component  Need to create an element, which by click returns the user to top of the page. ‘Back to top’ should be visible if user scrolled more than 50%.  Note: can be used pure javascript or jQuery/jQueryUi widget factory.  Visual example: |

**Task 4**

|  |
| --- |
| Theory:  * What is semantic markup? Why semantic markup is important? Which tags come with HTML5? * -Sematic Markup is to defined the content contained in the middle of HTML 5 tags. * -Sematic Markup is important because it will improve your website. It will become more accessible to any visitors or device and it improves your SEO ranking. and this is also to improves your documentation which other developers can easily navigate your codes. * -<header>,<nav>,<main>,<section>,<footer>,<article>,<figure><figcaption>,<details>,<time>,<summary>,<aside>,<mark> * How do you do responsive design? What is the difference between responsive and adaptive design? How do you write media queries? How do you test it? * - I'm checking the responsiveness of my website on Firefox by toggling Responsive Design mode or by checking on any other available website like www.responsinator.com this one help's me to check the responsiveness of my site on all available device. * -Adaptive Design makes our website mobile friendly. It’s uses fix layouts and then you can select your best layout for the current screen size. Responsive design uses a HTML CSS to automatically resize a website to make it good an any devices like desktop, tablets and mobile phones. * -I write media queries by knowing all the device such as desktop, tablet and mobile phones width, and then changing the sizes of each elements to make it responsive in all devices. * -I test the responsiveness of the website by toggling Responsive Design mode on Firefox, by resizing the browser or checking my site on website like www.responsinator.com * What is a Mobile-first approach? Why it is popular? What advantages does it bring? * - Mobile-first approach is a practice where you develop your website first in to a mobile before you design it to desktop website or any device. * - It is popular because many users used a mobile device than using a desktop. * - Most of people spent their time browsing a website by using a mobile device. * How many data types do you know? * -Objects, Arrays , Booleans , Numbers , Strings. * Explain how "this" works in JavaScript. * -Objects - it allows you to store a collection of data. * -Arrays - it allows you to store a multiple value in single variable. * -Booleans - it represents two values either it is true or false. * -Numbers - it represents numerical dates, integers or floating-point numbers. * -Strings - it represents series of characters. * What is a closure, and how/why would you use one? * - A closure is a combination of a function that enclosed together. Closure can give you an access to an outer function to inner function. * - * const myName = 'Angelo' * function printName() { * console.log(myName) * } * printName() * - it will help's an innerfunction to access all scopes of outer function. * What's the difference between == and ===? * == is to compare two types of identity of two operands even though they are not similar. * === it is used to compare two variables but it is also checking the data types and compares two value. * How the browser reads "css"? * The browser reads the HTML and then the browser feteched the data's like images, videos, css. The browser parses the fetched CSS and sorts of html elements,class and id, * Then it will render by the render tree and display on the screen. |