

# JavaScript Interview Questions & Answers

## 1. What are the possible ways to create objects in JavaScript

There are many ways to create objects in javascript as mentioned below:

### 1. Object literal syntax:

The object literal syntax (or object initializer), is a comma-separated set of name-value pairs wrapped in curly braces.

```
var object = {  
  name: "Sudheer",  
  age: 34,  
};
```

Object literal property values can be of any data type, including array, function, and nested object.

**Note:** This is one of the easiest ways to create an object.

### 2. Object constructor:

The simplest way to create an empty object is using the `Object` constructor. Currently this approach is not recommended.

```
var object = new Object();
```

The `Object()` is a built-in constructor function so “new” keyword is not required. The above code snippet can be re-written as:

```
var object = Object();
```

### 3. Object's create method:

The `create` method of `Object` is used to create a new object by passing the specified prototype object and properties as arguments, i.e., this pattern is helpful to create new objects based on existing objects. The second argument is optional and it is used to create properties on a newly created object.

The following code creates a new empty object whose prototype is null.

```
var object = Object.create(null);
```

The following example creates an object along with additional new properties.

```
let vehicle = {  
  wheels: "4",  
  fuelType: "Gasoline",  
  color: "Green",  
};  
let carProps = {  
  type: {  
    value: "Volkswagen",  
  },  
  model: {  
    value: "Golf",  
  },  
};  
  
var car = Object.create(vehicle, carProps);  
console.log(car);
```

### 4. Function constructor:

In this approach, create any function and apply the new operator to create object instances.

```
function Person(name) {  
    this.name = name;  
    this.age = 21;  
}  
var object = new Person("Sudheer");
```

#### 5. Function constructor with prototype:

This is similar to function constructor but it uses prototype for their properties and methods,

```
function Person() {}  
Person.prototype.name = "Sudheer";  
var object = new Person();
```

This is equivalent to creating an instance with Object.create method with a function prototype and then calling that function with an instance and parameters as arguments.

```
function func() {}  
  
new func(x, y, z);
```

(OR)

```
// Create a new instance using function prototype.  
var newInstance = Object.create(func.prototype)  
  
// Call the function  
var result = func.call(newInstance, x, y, z),  
  
// If the result is a non-null object then use it otherwise just use  
console.log(result && typeof result === 'object' ? result : newInstance);
```

#### 6. Object's assign method:

The Object.assign method is used to copy all the properties from one or more source objects and stores them into a target object.

The following code creates a new staff object by copying properties of his working company and the car he owns.

```
const orgObject = { company: "XYZ Corp" };  
const carObject = { name: "Toyota" };  
const staff = Object.assign({}, orgObject, carObject);
```

#### 7. ES6 Class syntax:

ES6 introduces class feature to create objects.

```
class Person {  
    constructor(name) {  
        this.name = name;  
    }  
}  
  
var object = new Person("Sudheer");
```

#### 8. Singleton pattern:

A Singleton is an object which can only be instantiated one time. Repeated calls to its constructor return the same instance. This way one can ensure that they don't accidentally create multiple instances.

```
var object = new (function () {
  this.name = "Sudheer";
})();
```

It is recommended to avoid creating new objects using `new Object()`. Instead you can initialize values based on it's type to create the objects.

1. Assign `{}` instead of `new Object()`
2. Assign `""` instead of `new String()`
3. Assign `0` instead of `new Number()`
4. Assign `false` instead of `new Boolean()`
5. Assign `[]` instead of `new Array()`
6. Assign `/()/` instead of `new RegExp()`
7. Assign `function () {}` instead of `new Function()`

You can define them as an example,

```
var v1 = {};
var v2 = "";
var v3 = 0;
var v4 = false;
var v5 = [];
var v6 = /()/;
var v7 = function () {};
```

## 2. What are primitive data types

A primitive data type is data that has a primitive value (which has no properties or methods). There are 7 types of primitive data types.

1. string
2. number
3. boolean
4. null
5. undefined
6. bigint
7. symbol

## 3. What is a prototype chain

**Prototype chaining** is used to build new types of objects based on existing ones. It is similar to inheritance in a class based language.

The prototype on object instance is available through `Object.getPrototypeOf(object)` or `__proto__` property whereas prototype on constructors function is available through `Object.prototype`.



## 4. What is the difference between Call, Apply and Bind

The difference between Call, Apply and Bind can be explained with below examples,

**Call:** The `call()` method invokes a function with a given `this` value and arguments provided one by one

```

var employee1 = { firstName: "John", lastName: "Rodson" };
var employee2 = { firstName: "Jimmy", lastName: "Baily" };

function invite(greeting1, greeting2) {
  console.log(
    greeting1 +
    " " +
    this.firstName +
    " " +
    this.lastName +
    ", " +
    greeting2
  );
}

invite.call(employee1, "Hello", "How are you?"); // Hello John Rodson,
invite.call(employee2, "Hello", "How are you?"); // Hello Jimmy Baily,

```

**Apply:** Invokes the function with a given this value and allows you to pass in arguments as an array

```

var employee1 = { firstName: "John", lastName: "Rodson" };
var employee2 = { firstName: "Jimmy", lastName: "Baily" };

function invite(greeting1, greeting2) {
  console.log(
    greeting1 +
    " " +
    this.firstName +
    " " +
    this.lastName +
    ", " +
    greeting2
  );
}

invite.apply(employee1, ["Hello", "How are you?"]); // Hello John Rodson,
invite.apply(employee2, ["Hello", "How are you?"]); // Hello Jimmy Baily,

```

**Bind:** returns a new function, allowing you to pass any number of arguments

```

var employee1 = { firstName: "John", lastName: "Rodson" };
var employee2 = { firstName: "Jimmy", lastName: "Baily" };

function invite(greeting1, greeting2) {
  console.log(
    greeting1 +
    " " +
    this.firstName +
    " " +
    this.lastName +
    ", " +
    greeting2
  );
}

var inviteEmployee1 = invite.bind(employee1);
var inviteEmployee2 = invite.bind(employee2);
inviteEmployee1("Hello", "How are you?"); // Hello John Rodson, How are
inviteEmployee2("Hello", "How are you?"); // Hello Jimmy Baily, How are

```

Call and Apply are pretty much interchangeable. Both execute the current function immediately. You need to decide whether it's easier to send in an array or a comma separated list of arguments. You can remember by treating Call is for **comma** (separated list) and Apply is for **Array**.

Bind creates a new function that will have this set to the first parameter passed to bind().

## 5. What is JSON and its common operations

**JSON** is a text-based data format following JavaScript object syntax, which was popularized by Douglas Crockford. It is useful when you want to transmit data across a network. It is basically just a text file with an extension of .json, and a MIME type of application/json

**Parsing:** Converting a string to a native object

```
JSON.parse(text);
```

**Stringification:** Converting a native object to a string so that it can be transmitted across the network

```
JSON.stringify(object);
```

JSON (JavaScript Object Notation) is a lightweight format that is used for data interchanging. It is based on a subset of JavaScript language in the way objects are built in JavaScript.

Below are the list of syntax rules of JSON

1. The data is in name/value pairs
2. The data is separated by commas
3. Curly braces hold objects
4. Square brackets hold arrays

When sending data to a web server, the data has to be in a string format. You can achieve this by converting JSON object into a string using stringify() method.

```
var userJSON = { name: "John", age: 31 };
var userString = JSON.stringify(userJSON);
console.log(userString); //{"name":"John","age":31}
```

When receiving the data from a web server, the data is always in a string format. But you can convert this string value to a javascript object using parse() method.

```
var userString = '{"name":"John","age":31}';
var userJSON = JSON.parse(userString);
console.log(userJSON); // {name: "John", age: 31}
```

When exchanging data between a browser and a server, the data can only be text. Since JSON is text only, it can easily be sent to and from a server, and used as a data format by any programming language.

JSON arrays are written inside square brackets and arrays contain javascript objects. For example, the JSON array of users would be as below,

```
"users":[
  {"firstName":"John", "lastName":"Abrahm"},
  {"firstName":"Anna", "lastName":"Smith"},
  {"firstName":"Shane", "lastName":"Warn"}
]
```

## 6. What is the purpose of the array slice method

The **slice()** method returns the selected elements in an array as a new array object. It selects the elements starting at the given start argument, and ends at the given optional end argument without including the last element. If you omit the second argument then it selects till the end of the array.

Some of the examples of this method are,

```
let arrayIntegers = [1, 2, 3, 4, 5];
let arrayIntegers1 = arrayIntegers.slice(0, 2); // returns [1,2]
let arrayIntegers2 = arrayIntegers.slice(2, 3); // returns [3]
let arrayIntegers3 = arrayIntegers.slice(4); //returns [5]
```

**Note:** Slice method doesn't mutate the original array but it returns the subset as a new array.

## 7. What is the purpose of the array splice method

The **splice()** method adds/removes items to/from an array, and then returns the removed item. The first argument specifies the array position/index for insertion or deletion whereas the optional second argument indicates the number of elements to be deleted. Each additional argument is added to the array.

Some of the examples of this method are:

```
let arrayIntegersOriginal1 = [1, 2, 3, 4, 5];
let arrayIntegersOriginal2 = [1, 2, 3, 4, 5];
let arrayIntegersOriginal3 = [1, 2, 3, 4, 5];

let arrayIntegers1 = arrayIntegersOriginal1.splice(0, 2); // returns [1
let arrayIntegers2 = arrayIntegersOriginal2.splice(3); // returns [4, 5
let arrayIntegers3 = arrayIntegersOriginal3.splice(3, 1, "a", "b", "c")
```

**Note:** Splice method modifies the original array and returns the deleted array.

## 8. What is the difference between slice and splice

Some of the major differences in a tabular form:

Slice	Splice
Doesn't modify the original array(immutable)	Modifies the original array(mutable)
Returns the subset of original array	Returns the deleted elements as array
Used to pick the elements from array	Used to insert/delete elements to/from array

## 9. How do you compare Object and Map

**Objects** are similar to **Maps** in that both let you set keys to values, retrieve those values, delete keys, and detect whether something is stored at a key. Due to this reason, Objects have been used as Maps historically. But there are important differences that make using a Map preferable in certain cases:

1. The keys of an Object can be Strings and Symbols, whereas they can be any value for a Map, including functions, objects, and any primitive.
2. The keys in a Map are ordered while keys added to Object are not. Thus, when iterating over it, a Map object returns keys in the order of insertion.
3. You can get the size of a Map easily with the size property, while the number of properties in an Object must be determined manually.
4. A Map is an iterable and can thus be directly iterated, whereas iterating over an Object requires obtaining its keys in some fashion and iterating over them.
5. An Object has a prototype, so there are default keys in an object that could collide with your keys if you're not careful. As of ES5 this can be bypassed by creating an object(which can be called a map) using `Object.create(null)`, but this practice is seldom done.
6. A Map may perform better in scenarios involving frequent addition and removal of key pairs.

## 10. What is the difference between == and === operators

JavaScript provides both strict(===, !==) and type-converting(==, !=) equality comparison. The strict operators take type of variable in consideration, while non-strict operators make type correction/conversion based upon values of variables. The strict operators follow the below conditions for different types,

1. Two strings are strictly equal when they have the same sequence of characters, same length, and same characters in corresponding positions.
2. Two numbers are strictly equal when they are numerically equal, i.e., having the same number value. There are two special cases in this,
  1. NaN is not equal to anything, including NaN.
  2. Positive and negative zeros are equal to one another.
3. Two Boolean operands are strictly equal if both are true or both are false.
4. Two objects are strictly equal if they refer to the same Object.
5. Null and Undefined types are not equal with ===, but equal with == . i.e,  
null===undefined --> false, but null==undefined --> true

Some of the example which covers the above cases:

```
0 == false // true
0 === false // false
1 == "1" // true
1 === "1" // false
null == undefined // true
null === undefined // false
'0' == false // true
'0' === false // false
NaN == NaN or NaN === NaN // false
[]==[] or []===[] //false, refer different objects in memory
{}=={} or {}==={} //false, refer different objects in memory
```

## 11. What are lambda expressions or arrow functions

An arrow function is a shorter/concise syntax for a function expression and does not have its own **this**, **arguments**, **super**, or **new.target**. These functions are best suited for non-method functions, and they cannot be used as constructors.

Some of the examples of arrow functions are listed as below,

```
const arrowFunc1 = (a, b) => a + b; // Multiple parameters
const arrowFunc2 = (a) => a * 10; // Single parameter
const arrowFunc3 = () => {}; // no parameters
```

## 12. What is a first class function

In Javascript, functions are first class objects. First-class functions means when functions in that language are treated like any other variable.

For example, in such a language, a function can be passed as an argument to other functions, can be returned by another function and can be assigned as a value to a variable. For example, in the below example, handler functions assigned to a listener

```
const handler = () => console.log("This is a click handler function");
document.addEventListener("click", handler);
```

## 13. What is a first order function

A first-order function is a function that doesn't accept another function as an argument and doesn't return a function as its return value.

```
const firstOrder = () => console.log("I am a first order function!");
```

## 14. What is a higher order function

A higher-order function is a function that accepts another function as an argument or returns a function as a return value or both. The syntactic structure of higher order

function will be as follows,

```
const firstOrderFunc = () =>
  console.log("Hello, I am a First order function");
const higherOrder = (ReturnFirstOrderFunc) => ReturnFirstOrderFunc();
higherOrder(firstOrderFunc);
```

You can also call the function which you are passing to higher order function as callback function.

The higher order function is helpful to write the modular and reusable code.

The main benefits of higher order functions are:

1. Abstraction
2. Reusability
3. Immutability
4. Modularity

There are several built-in higher order functions exists on arrays, strings, DOM and promise methods in javascript. These higher order functions provides significant level of abstraction. The list of functions on these categories are listed below,

1. **arrays:** map, filter, reduce, sort, forEach, some etc.
2. **DOM:** The DOM method `element.addEventListener(type, handler)` also accepts the function handler as a second argument.
3. **Strings:** `.some()` method

## 15. What is a unary function

A unary function (i.e. monadic) is a function that accepts exactly one argument. It stands for a single argument accepted by a function.

Let us take an example of unary function,

```
const unaryFunction = (a) => console.log(a + 10); // Add 10 to the give
```

## 16. What is an Unary operator

The unary(+) operator is used to convert a variable to a number. If the variable cannot be converted, it will still become a number but with the value NaN. Let's see this behavior in an action.

```
var x = "100";
var y = +x;
console.log(typeof x, typeof y); // string, number

var a = "Hello";
var b = +a;
console.log(typeof a, typeof b, b); // string, number, NaN
```

## 17. What is the currying function

Currying is the process of taking a function with multiple arguments and turning it into a sequence of functions each with only a single argument. Currying is named after a mathematician **Haskell Curry**. By applying currying, an n-ary function turns into a unary function.

Let's take an example of n-ary function and how it turns into a currying function,



```
const multiArgFunction = (a, b, c) => a + b + c;
console.log(multiArgFunction(1, 2, 3)); // 6

const curryUnaryFunction = (a) => (b) => (c) => a + b + c;
curryUnaryFunction(1); // returns a function: b => c => 1 + b + c
curryUnaryFunction(1)(2); // returns a function: c => 3 + c
curryUnaryFunction(1)(2)(3); // returns the number 6
```

Curried functions are great to improve **code reusability** and **functional composition**.

## 18. What is a pure function

A **Pure function** is a function where the return value is only determined by its arguments without any side effects. i.e, If you call a function with the same arguments 'n' number of times and 'n' number of places in the application then it will always return the same value.

Let's take an example to see the difference between pure and impure functions,

```
//Impure
let numberArray = [];
const impureAddNumber = (number) => numberArray.push(number);

//Pure
const pureAddNumber = (number) => (argNumberArray) =>
  argNumberArray.concat([number]);

//Display the results
console.log(impureAddNumber(6)); // returns 1
console.log(numberArray); // returns [6]
console.log(pureAddNumber(7)(numberArray)); // returns [6, 7]
console.log(numberArray); // returns [6]
```

As per the above code snippets, the **Push** function is impure itself by altering the array and returning a push number index independent of the parameter value, whereas

**Concat** on the other hand takes the array and concatenates it with the other array producing a whole new array without side effects. Also, the return value is a concatenation of the previous array.

Remember that Pure functions are important as they simplify unit testing without any side effects and no need for dependency injection. They also avoid tight coupling and make it harder to break your application by not having any side effects. These principles are coming together with the **Immutability** concept of ES6: giving preference to **const** over **let** usage.

## 19. What is the purpose of the let keyword

The **let** statement declares a **block scope local variable**. Hence the variables defined with **let** keyword are limited in scope to the block, statement, or expression on which it is used. Whereas variables declared with the **var** keyword used to define a variable globally, or locally to an entire function regardless of block scope.

Let's take an example to demonstrate the usage,

```
let counter = 30;
if (counter === 30) {
  let counter = 31;
  console.log(counter); // 31
}
console.log(counter); // 30 (because the variable in if block won't exist)
```

## 20. What is the difference between let and var

You can list out the differences in a tabular format

var	let
It has been available from the beginning of JavaScript	Introduced as part of ES6
It has function scope	It has block scope
Variable declaration will be hoisted	Hoisted but not initialized
It is possible to re-declare the variable in the same scope	It is not possible to re-declare the variable

Let's take an example to see the difference,

```
function userDetails(username) {
  if (username) {
    console.log(salary); // undefined due to hoisting
    console.log(age); // ReferenceError: Cannot access 'age' before initialization
    let age = 30;
    var salary = 10000;
  }
  console.log(salary); //10000 (accessible due to function scope)
  console.log(age); //error: age is not defined(due to block scope)
}
userDetails("John");
```

## 21. What is the reason to choose the name let as a keyword

let is a mathematical statement that was adopted by early programming languages like **Scheme** and **Basic**. It has been borrowed from dozens of other languages that use let already as a traditional keyword as close to var as possible.

## 22. How do you redeclare variables in a switch block without an error

If you try to redeclare variables in a switch block then it will cause errors because there is only one block. For example, the below code block throws a syntax error as below,

```
let counter = 1;
switch (x) {
  case 0:
    let name;
    break;

  case 1:
    let name; // SyntaxError for redeclaration.
    break;
}
```

To avoid this error, you can create a nested block inside a case clause and create a new block scoped lexical environment.

```
let counter = 1;
switch (x) {
  case 0: {
    let name;
    break;
  }
  case 1: {
    let name; // No SyntaxError for redeclaration.
    break;
  }
}
```

## 23. What is the Temporal Dead Zone

The Temporal Dead Zone(TDZ) is a specific period or area of a block where a variable is inaccessible until it has been initialized with a value. This behavior in JavaScript that

occurs when declaring a variable with the `let` and `const` keywords, but not with `var`. In ECMAScript 6, accessing a `let` or `const` variable before its declaration (within its scope) causes a `ReferenceError`.

Let's see this behavior with an example,

```
function somemethod() {  
  console.log(counter1); // undefined  
  console.log(counter2); // ReferenceError  
  var counter1 = 1;  
  let counter2 = 2;  
}
```

## 24. What is an IIFE (Immediately Invoked Function Expression)

IIFE (Immediately Invoked Function Expression) is a JavaScript function that runs as soon as it is defined. The signature of it would be as below,

```
(function () {  
  // Logic here  
})();
```

The primary reason to use an IIFE is to obtain data privacy because any variables declared within the IIFE cannot be accessed by the outside world. i.e, If you try to access variables from the IIFE then it throws an error as below,

```
(function () {  
  var message = "IIFE";  
  console.log(message);  
})();  
console.log(message); //Error: message is not defined
```

## 25. What is memoization

Memoization is a functional programming technique which attempts to increase a function's performance by caching its previously computed results. Each time a memoized function is called, its parameters are used to index the cache. If the data is present, then it can be returned, without executing the entire function. Otherwise the function is executed and then the result is added to the cache. Let's take an example of adding function with memoization,

```
const memoizAddition = () => {  
  let cache = {};  
  return (value) => {  
    if (value in cache) {  
      console.log("Fetching from cache");  
      return cache[value]; // Here, cache.value cannot be used as prop  
    } else {  
      console.log("Calculating result");  
      let result = value + 20;  
      cache[value] = result;  
      return result;  
    }  
  };  
};  
// returned function from memoizAddition  
const addition = memoizAddition();  
console.log(addition(20)); //output: 40 calculated  
console.log(addition(20)); //output: 40 cached
```

## 26. What is Hoisting

Hoisting is a JavaScript mechanism where variables, function declarations and classes are moved to the top of their scope before code execution. Remember that JavaScript only hoists declarations, not initializations. Let's take a simple example of variable

hoisting,

```
console.log(message); //output : undefined
var message = "The variable Has been hoisted";
```

The above code looks like as below to the interpreter,

```
var message;
console.log(message);
message = "The variable Has been hoisted";
```

In the same fashion, function declarations are hoisted too

```
message("Good morning"); //Good morning

function message(name) {
  console.log(name);
}
```

This hoisting makes functions to be safely used in code before they are declared.

## 27. What are classes in ES6

In ES6, Javascript classes are primarily syntactic sugar over JavaScript's existing prototype-based inheritance. For example, the prototype based inheritance written in function expression as below,

```
function Bike(model, color) {
  this.model = model;
  this.color = color;
}

Bike.prototype.getDetails = function () {
  return this.model + " bike has" + this.color + " color";
};
```

Whereas ES6 classes can be defined as an alternative

```
class Bike {
  constructor(color, model) {
    this.color = color;
    this.model = model;
  }

  getDetails() {
    return this.model + " bike has" + this.color + " color";
  }
}
```

## 28. What are closures

A closure is the combination of a function bundled(enclosed) together with its lexical environment within which that function was declared. i.e, It is an inner function that has access to the outer or enclosing function's variables, functions and other data even after the outer function has finished its execution. The closure has three scope chains.

1. Own scope where variables defined between its curly brackets
2. Outer function's variables
3. Global variables

Let's take an example of closure concept,

```
function Welcome(name) {
  var greetingInfo = function (message) {
    console.log(message + " " + name);
  };
  return greetingInfo;
}
var myFunction = Welcome("John");
myFunction("Welcome "); //Output: Welcome John
myFunction("Hello Mr."); //output: Hello Mr. John
```

As per the above code, the inner function(i.e, greetingInfo) has access to the variables in the outer function scope(i.e, Welcome) even after the outer function has returned.

## 29. What are modules and Why do you need modules ?

Modules refer to small units of independent, reusable code and also act as the foundation of many JavaScript design patterns. Most of the JavaScript modules export an object literal, a function, or a constructor.

Below are the list of benefits using modules in javascript ecosystem:

1. Maintainability
2. Reusability
3. Namespace

## 30. What is scope in javascript

Scope is the accessibility of variables, functions, and objects in some particular part of your code during runtime. In other words, scope determines the visibility of variables and other resources in areas of your code.

## 31. What is a service worker

A Service Worker is a script that runs in the background of a web application, separate from the main browser thread. It is a JavaScript file that your browser runs in the background, independent of your web page, and can intercept and handle network requests, manage caches, and act as a proxy between your web app, the browser, and the network.

Service Workers enable several powerful features for web applications, such as:

**Offline Support:** Service Workers can cache important resources of a web application, allowing it to function even when the user is offline.

**Improved Performance:** By caching resources, Service Workers can serve content faster, reducing load times and providing a smoother user experience.

**Push Notifications:** Service Workers can receive push notifications from a server and display them to the user, even if the web application is not open.

**Background Sync:** Service Workers can schedule tasks to be executed even when the web application is not active, allowing for background synchronization of data.

Service Workers are an integral part of Progressive Web Apps (PWAs) and are supported by most modern web browsers, including Chrome, Firefox, Safari, and Edge. However, they require HTTPS to function due to security reasons to prevent man-in-the-middle attacks.

## 31. How do you manipulate DOM using a service worker ? What is a post message ?

Service worker can't access the DOM directly. But it can communicate with the pages it controls by responding to messages sent via the `postMessage` interface, and those pages can manipulate the DOM. Post message is a method that enables cross-origin communication between Window objects.(i.e, between a page and a pop-up that it

spawned, or between a page and an iframe embedded within it). Generally, scripts on different pages are allowed to access each other if and only if the pages follow same-origin policy(i.e, pages share the same protocol, port number, and host).

## 32. What is web storage

Web storage is an API that provides a mechanism by which browsers can store key/value pairs locally within the user's browser, in a much more intuitive fashion than using cookies. The web storage provides two mechanisms for storing data on the client.

1. **Local storage:** It stores data for current origin with no expiration date.
2. **Session storage:** It stores data for one session and the data is lost when the browser tab is closed.

LocalStorage is the same as SessionStorage but it persists the data even when the browser is closed and reopened(i.e it has no expiration time) whereas in sessionStorage data gets cleared when the page session ends.

The Window object implements the `WindowLocalStorage` and `WindowSessionStorage` objects which has `localStorage` (window.localStorage) and `sessionStorage` (window.sessionStorage) properties respectively. These properties create an instance of the Storage object, through which data items can be set, retrieved and removed for a specific domain and storage type (session or local). For example, you can read and write on local storage objects as below

```
```javascript
localStorage.setItem("logo", document.getElementById("logo").value);
localStorage.getItem("logo");
```
```

The session storage provided methods for reading, writing and clearing the session data

```
```javascript
// Save data to sessionStorage
sessionStorage.setItem("key", "value");

// Get saved data from sessionStorage
let data = sessionStorage.getItem("key");

// Remove saved data from sessionStorage
sessionStorage.removeItem("key");

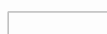
// Remove all saved data from sessionStorage
sessionStorage.clear();
```
```

Web storage is more secure, and large amounts of data can be stored locally, without affecting website performance. Also, the information is never transferred to the server. Hence this is a more recommended approach than Cookies.

## 36. What is a Cookie and Why do you need it ?

A cookie is a piece of data that is stored on your computer to be accessed by your browser. Cookies are saved as key/value pairs. For example, you can create a cookie named username as below,

```
document.cookie = "username=John";
```



Screenshot

Cookies are used to remember information about the user profile(such as username). It basically involves two steps,

1. When a user visits a web page, the user profile can be stored in a cookie.
2. Next time the user visits the page, the cookie remembers the user profile.

### 37. What are the options in a cookie

There are few below options available for a cookie,

1. By default, the cookie is deleted when the browser is closed but you can change this behavior by setting expiry date (in UTC time).

```
document.cookie = "username=John; expires=Sat, 8 Jun 2019 12:00:00 UTC"
```

1. By default, the cookie belongs to a current page. But you can tell the browser what path the cookie belongs to using a path parameter.

```
document.cookie = "username=John; path=/services";
```

### 38. How do you delete a cookie

You can delete a cookie by setting the expiry date as a passed date. You don't need to specify a cookie value in this case. For example, you can delete a username cookie in the current page as below.

```
document.cookie =  
"username=; expires=Fri, 07 Jun 2019 00:00:00 UTC; path=/";
```

**Note:** You should define the cookie path option to ensure that you delete the right cookie. Some browsers doesn't allow to delete a cookie unless you specify a path parameter.

### 39. What are the differences between cookie, local storage and session storage

Below are some of the differences between cookie, local storage and session storage,

| Feature                           | Cookie                             | Local storage    | Session storage     |
|-----------------------------------|------------------------------------|------------------|---------------------|
| Accessed on client or server side | Both server-side & client-side     | client-side only | client-side only    |
| Lifetime                          | As configured using Expires option | until deleted    | until tab is closed |
| SSL support                       | Supported                          | Not supported    | Not supported       |
| Maximum data size                 | 4KB                                | 5 MB             | 5MB                 |

### 40. What is a promise

A promise is an object that may produce a single value some time in the future with either a resolved value or a reason that it's not resolved(for example, network error). It will be in one of the 3 possible states: fulfilled, rejected, or pending.

The syntax of Promise creation looks like below,

```
const promise = new Promise(function (resolve, reject) {  
  // promise description  
});
```

The usage of a promise would be as below,

```
const promise = new Promise(
  (resolve) => {
    setTimeout(() => {
      resolve("I'm a Promise!");
    }, 5000);
  },
  (reject) => {}
);

promise.then((value) => console.log(value));
```

Promises are used to handle asynchronous operations. They provide an alternative approach for callbacks by reducing the callback hell and writing the cleaner code.

The action flow of a promise will be as below,



Screenshot

#### 41. What are the three states of promise

Promises have three states:

1. **Pending:** This is an initial state of the Promise before an operation begins
2. **Fulfilled:** This state indicates that the specified operation was completed.
3. **Rejected:** This state indicates that the operation did not complete. In this case an error value will be thrown.

#### 42. What is a callback function

A callback function is a function passed into another function as an argument. This function is invoked inside the outer function to complete an action. Let's take a simple example of how to use callback function

```
function callbackFunction(name) {
  console.log("Hello " + name);
}

function outerFunction(callback) {
  let name = prompt("Please enter your name.");
  callback(name);
}

outerFunction(callbackFunction);
```

#### 43. Why do we need callbacks

The callbacks are needed because javascript is an event driven language. That means instead of waiting for a response javascript will keep executing while listening for other events. Let's take an example with the first function invoking an API call(simulated by setTimeout) and the next function which logs the message.



```
function firstFunction() {
  // Simulate a code delay
  setTimeout(function () {
    console.log("First function called");
  }, 1000);
}
function secondFunction() {
  console.log("Second function called");
}
firstFunction();
secondFunction();

Output;
// Second function called
// First function called
```

As observed from the output, javascript didn't wait for the response of the first function and the remaining code block got executed. So callbacks are used in a way to make sure that certain code doesn't execute until the other code finishes execution.

#### 44. What is a callback hell

Callback Hell is an anti-pattern with multiple nested callbacks which makes code hard to read and debug when dealing with asynchronous logic. The callback hell looks like below,

```
````javascript
async1(function(){
  async2(function(){
    async3(function(){
      async4(function(){
        ....
      });
    });
  });
});
````
```

#### 45. What are the main rules of promise

A promise must follow a specific set of rules:

1. A promise is an object that supplies a standard-compliant `.then()` method
2. A pending promise may transition into either fulfilled or rejected state
3. A fulfilled or rejected promise is settled and it must not transition into any other state.
4. Once a promise is settled, the value must not change.

#### 46. What is callback in callback

You can nest one callback inside in another callback to execute the actions sequentially one by one. This is known as callbacks in callbacks.

```
loadScript("/script1.js", function (script) {
  console.log("first script is loaded");

  loadScript("/script2.js", function (script) {
    console.log("second script is loaded");

    loadScript("/script3.js", function (script) {
      console.log("third script is loaded");
      // after all scripts are loaded
    });
  });
});
```

#### 47. What is promise chaining

The process of executing a sequence of asynchronous tasks one after another using promises is known as Promise chaining. Let's take an example of promise chaining for calculating the final result,

```
new Promise(function (resolve, reject) {
  setTimeout(() => resolve(1), 1000);
})
  .then(function (result) {
    console.log(result); // 1
    return result * 2;
  })
  .then(function (result) {
    console.log(result); // 2
    return result * 3;
  })
  .then(function (result) {
    console.log(result); // 6
    return result * 4;
  });
```

In the above handlers, the result is passed to the chain of .then() handlers with the below work flow,

1. The initial promise resolves in 1 second,
2. After that .then handler is called by logging the result(1) and then return a promise with the value of result \* 2.
3. After that the value passed to the next .then handler by logging the result(2) and return a promise with result \* 3.
4. Finally the value passed to the last .then handler by logging the result(6) and return a promise with result \* 4.

#### 48. What is promise.all

Promise.all is a promise that takes an array of promises as an input (an iterable), and it gets resolved when all the promises get resolved or any one of them gets rejected. For example, the syntax of promise.all method is below,

```
Promise.all([Promise1, Promise2, Promise3]) .then(result) => { console.log(result); }
```

**Note:** Remember that the order of the promises(output the result) is maintained as per input order.

#### 49. What is the purpose of the race method in promise

Promise.race() method will return the promise instance which is firstly resolved or rejected. Let's take an example of race() method where promise2 is resolved first

```
var promise1 = new Promise(function (resolve, reject) {
  setTimeout(resolve, 500, "one");
});
var promise2 = new Promise(function (resolve, reject) {
  setTimeout(resolve, 100, "two");
});

Promise.race([promise1, promise2]).then(function (value) {
  console.log(value); // "two" // Both promises will resolve, but promise2 is resolved first
});
```

#### 50. What is a strict mode in javascript

Strict Mode is a new feature in ECMAScript 5 that allows you to place a program, or a function, in a "strict" operating context. This way it prevents certain actions from

being taken and throws more exceptions. The literal expression "use strict"; instructs the browser to use the javascript code in the Strict mode.

#### 51. Why do you need strict mode

Strict mode is useful to write "secure" JavaScript by notifying "bad syntax" into real errors. For example, it eliminates accidentally creating a global variable by throwing an error and also throws an error for assignment to a non-writable property, a getter-only property, a non-existing property, a non-existing variable, or a non-existing object.

#### 52. How do you declare strict mode

The strict mode is declared by adding "use strict"; to the beginning of a script or a function. If declared at the beginning of a script, it has global scope.

```
"use strict";  
x = 3.14; // This will cause an error because x is not declared
```

and if you declare inside a function, it has local scope

```
x = 3.14; // This will not cause an error.  
myFunction();  
  
function myFunction() {  
  "use strict";  
  y = 3.14; // This will cause an error  
}
```

#### 53. What is the purpose of double exclamation

The double exclamation or negation(!!) ensures the resulting type is a boolean. If it was falsey (e.g. 0, null, undefined, etc.), it will be false, otherwise, it will be true. For example, you can test IE version using this expression as below,

```
let isIE8 = false;  
isIE8 = !!navigator.userAgent.match(/MSIE 8.0/);  
console.log(isIE8); // returns true or false
```

If you don't use this expression then it returns the original value.

```
console.log(navigator.userAgent.match(/MSIE 8.0/)); // returns either a
```



**Note:** The expression !! is not an operator, but it is just twice of ! operator.

#### 54. What is the purpose of the delete operator

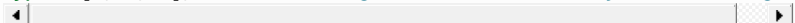
The delete operator is used to delete the property as well as its value.

```
var user = { firstName: "John", lastName: "Doe", age: 20 };  
delete user.age;  
  
console.log(user); // {firstName: "John", lastName: "Doe"}
```

#### 55. What is typeof operator

You can use the JavaScript typeof operator to find the type of a JavaScript variable. It returns the type of a variable or an expression.

```
typeof "John Abraham"; // Returns "string"  
typeof (1 + 2); // Returns "number"  
typeof [1, 2, 3]; // Returns "object" because all arrays are also objects
```



#### 56. What is undefined property

The undefined property indicates that a variable has not been assigned a value, or declared but not initialized at all. The type of undefined value is undefined too.

```
var user; // Value is undefined, type is undefined
console.log(typeof user); //undefined
```

Any variable can be emptied by setting the value to undefined.

```
user = undefined;
```

#### 57. What is null value

The value null represents the intentional absence of any object value. It is one of JavaScript's primitive values. The type of null value is object. You can empty the variable by setting the value to null.

```
var user = null;
console.log(typeof user); //object
```

#### 58. What is the difference between null and undefined

Below are the main differences between null and undefined,

| Null  | Undefined   |
|---|---|
| It is an assignment value which indicates that variable points to no object.                    | It is not an assignment value where a variable has been declared but has not yet been assigned a value. |
| Type of null is object  | Type of undefined is undefined  |
| The null value is a primitive value that represents the null, empty, or non-existent reference. | The undefined value is a primitive value used when a variable has not been assigned a value.            |
| Indicates the absence of a value for a variable   | Indicates absence of variable itself  |
| Converted to zero (0) while performing primitive operations                                     | Converted to NaN while performing primitive operations  |

#### 59. What is eval

The eval() function evaluates JavaScript code represented as a string. The string can be a JavaScript expression, variable, statement, or sequence of statements.

```
console.log(eval("1 + 2")); // 3
```

In most of the cases, it should not be necessary to use it.

#### 60. What is the difference between window and document

Below are the main differences between window and document,

| Window  | Document  |
|---|---|
| It is the root level element in any web page                                  | It is the direct child of the window object. This is also known as Document Object Model(DOM) |
| By default window object is available implicitly in the page                  | You can access it via window.document or document.  |
| It has methods like alert(), confirm() and properties like document, location | It provides methods like getElementById, getElementsByTagName, createElement etc              |

#### 61. How do you access history in javascript

The window.history object contains the browser's history. You can load previous and next URLs in the history using back() and next() methods.

```
function goBack() {  
    window.history.back();  
}  
function goForward() {  
    window.history.forward();  
}
```

**Note:** You can also access history without window prefix.

## 62. What is isNaN

The isNaN() function is used to determine whether a value is an illegal number (Not-a-Number) or not. i.e, This function returns true if the value equates to NaN. Otherwise it returns false.

```
isNaN("Hello"); //true  
isNaN("100"); //false
```

## 63. What are the differences between undeclared and undefined variables

Below are the major differences between undeclared(not defined) and undefined variables,

| undeclared  | undefined  |
|---|--|
| These variables do not exist in a program and are not declared                              | These variables declared in the program but have not assigned any value                |
| If you try to read the value of an undeclared variable, then a runtime error is encountered | If you try to read the value of an undefined variable, an undefined value is returned. |

## 64. What are global variables

Global variables are those that are available throughout the length of the code without any scope. The var keyword is used to declare a local variable but if you omit it then it will become global variable

```
msg = "Hello"; // var is missing, it becomes global variable
```

## 65. What are the problems with global variables

The problem with global variables is the conflict of variable names of local and global scope. It is also difficult to debug and test the code that relies on global variables.

## 66. What is NaN property

The NaN property is a global property that represents "Not-a-Number" value. i.e, It indicates that a value is not a legal number. It is very rare to use NaN in a program but it can be used as return value for few cases

```
Math.sqrt(-1);  
parseInt("Hello");
```

## 67. What is the purpose of isFinite function

The isFinite() function is used to determine whether a number is a finite, legal number. It returns false if the value is +infinity, -infinity, or NaN (Not-a-Number), otherwise it returns true.

```
isFinite(Infinity); // false
isFinite(NaN); // false
isFinite(-Infinity); // false

isFinite(100); // true
```

## 68. What is an event flow

Event flow is the order in which event is received on the web page. When you click an element that is nested in various other elements, before your click actually reaches its destination, or target element, it must trigger the click event for each of its parent elements first, starting at the top with the global window object.

There are two ways of event flow

1. Top to Bottom(Event Capturing)
2. Bottom to Top (Event Bubbling)

## 69. What is event bubbling

Event bubbling is a type of event propagation where the event first triggers on the innermost target element, and then successively triggers on the ancestors (parents) of the target element in the same nesting hierarchy till it reaches the outermost DOM element(i.e, global window object).

By default, event handlers triggered in event bubbling phase as shown below,

```
<div>
  <button class="child">Hello</button>
</div>

<script>
  const parent = document.querySelector("div");
  const child = document.querySelector(".child");

  parent.addEventListener("click",
    function () {
      console.log("Parent");
    }
  );

  child.addEventListener("click", function () {
    console.log("Child");
  });
</script>
// Child
// Parent
```

## 70. What is event capturing

Event capturing is a type of event propagation where the event is first captured by the outermost element, and then successively triggers on the descendants (children) of the target element in the same nesting hierarchy till it reaches the innermost target DOM element.

You need to pass true value for addEventListener method to trigger event handlers in event capturing phase.

```

<div>
  <button class="child">Hello</button>
</div>

<script>
  const parent = document.querySelector("div");
  const child = document.querySelector(".child");

  parent.addEventListener("click",
    function () {
      console.log("Parent");
    },
    true
  );

  child.addEventListener("click", function () {
    console.log("Child");
  });
</script>
// Parent
// Child

```

#### 71. How do you submit a form using JavaScript

You can submit a form using `document.forms[0].submit()`. All the form input's information is submitted using `onsubmit` event handler

```

function submit() {
  document.forms[0].submit();
}

```

#### 72. How do you find operating system details

The `window.navigator` object contains information about the visitor's browser OS details. Some of the OS properties are available under `platform` property,

```

console.log(navigator.platform);

```

#### 73. What is the difference between document load and DOMContentLoaded events

The `DOMContentLoaded` event is fired when the initial HTML document has been completely loaded and parsed, without waiting for assets(stylesheets, images, and subframes) to finish loading. Whereas The `load` event is fired when the whole page has loaded, including all dependent resources(stylesheets, images).

#### 74. What is the difference between native, host and user objects

**Native objects** are objects that are part of the JavaScript language defined by the ECMAScript specification. For example, `String`, `Math`, `RegExp`, `Object`, `Function` etc core objects defined in the ECMAScript spec. **Host objects** are objects provided by the browser or runtime environment (Node). For example, `window`, `XMLHttpRequest`, `DOM nodes` etc are considered as host objects. **User objects** are objects defined in the javascript code. For example, User objects created for profile information.

#### 75. What are the tools or techniques used for debugging JavaScript code

You can use below tools or techniques for debugging javascript

1. Chrome Devtools
2. debugger statement
3. Good old `console.log` statement

#### 76. What are the various ways of creating a new object in JavaScript

## 76. What are the pros and cons of promises over callbacks

Below are the list of pros and cons of promises over callbacks,

### Pros:

1. It avoids callback hell which is unreadable
2. Easy to write sequential asynchronous code with .then()
3. Easy to write parallel asynchronous code with Promise.all()
4. Solves some of the common problems of callbacks (call the callback too late, too early, many times and swallow errors/exceptions)

### Cons:

1. It makes little complex code
2. You need to load a polyfill if ES6 is not supported

## 77. What is the difference between an attribute and a property

Attributes are defined on the HTML markup whereas properties are defined on the DOM. For example, the below HTML element has 2 attributes type and value,

```
<input type="text" value="Name:">
```

You can retrieve the attribute value as below,

```
const input = document.querySelector("input");
console.log(input.getAttribute("value")); // Good morning
console.log(input.value); // Good morning
```

And after you change the value of the text field to “Good evening”, it becomes like

```
console.log(input.getAttribute("value")); // Good evening
console.log(input.value); // Good evening
```

## 78. What is the purpose of void 0

Void(0) is used to prevent the page from refreshing. This will be helpful to eliminate the unwanted side-effect, because it will return the undefined primitive value. It is commonly used for HTML documents that use href=“JavaScript:Void(0);” within an <a> element. i.e, when you click a link, the browser loads a new page or refreshes the same page. But this behavior will be prevented using this expression. For example, the below link notify the message without reloading the page

```
<a href="JavaScript:void(0);" onclick="alert('Well done!')">
  Click Me!
</a>
```

## 79. Is JavaScript a compiled or interpreted language

JavaScript is an interpreted language, not a compiled language. An interpreter in the browser reads over the JavaScript code, interprets each line, and runs it. Nowadays modern browsers use a technology known as Just-In-Time (JIT) compilation, which compiles JavaScript to executable bytecode just as it is about to run.

## 80. Is JavaScript a case-sensitive language

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

## 81. Is there any relation between Java and JavaScript

No, they are entirely two different programming languages and have nothing to do with each other. But both of them are Object Oriented Programming languages and like



many other languages, they follow similar syntax for basic features(if, else, for, switch, break, continue etc).

## 82. What are events

Events are “things” that happen to HTML elements. When JavaScript is used in HTML pages, JavaScript can react on these events. Some of the examples of HTML events are,

1. Web page has finished loading
2. Input field was changed
3. Button was clicked

Let's describe the behavior of click event for button element,

```
<!doctype html>
<html>
  <head>
    <script>
      function greeting() {
        alert('Hello! Good morning');
      }
    </script>
  </head>
  <body>
    <button type="button" onclick="greeting()">Click me</button>
  </body>
</html>
```

## 83. Who created javascript

JavaScript was created by Brendan Eich in 1995 during his time at Netscape Communications. Initially it was developed under the name Mocha, but later the language was officially called LiveScript when it first shipped in beta releases of Netscape.

## 84. What is the use of preventDefault method

The preventDefault() method cancels the event if it is cancelable, meaning that the default action or behaviour that belongs to the event will not occur. For example, prevent form submission when clicking on submit button and prevent opening the page URL when clicking on hyperlink are some common use cases.

```
document.getElementById("link").addEventListener("click", function (event) {
  event.preventDefault();
});
```

**Note:** Remember that not all events are cancelable.

## 85. What is the use of stopPropagation method

The stopPropagation method is used to stop the event from bubbling up the event chain. For example, the below nested divs with stopPropagation method prevents default event propagation when clicking on nested div(Div1)

```

<p>Click DIV1 Element</p>
<div onclick="secondFunc()">DIV 2
  <div onclick="firstFunc(event)">DIV 1</div>
</div>

<script>
function firstFunc(event) {
  alert("DIV 1");
  event.stopPropagation();
}

function secondFunc() {
  alert("DIV 2");
}
</script>

```

#### 86. What are the steps involved in return false usage

The return false statement in event handlers performs the below steps,

1. First it stops the browser's default action or behavior.
2. It prevents the event from propagating the DOM
3. Stops callback execution and returns immediately when called.

#### 87. What is BOM

The Browser Object Model (BOM) allows JavaScript to "talk to" the browser. It consists of the objects navigator, history, screen, location and document which are children of the window. The Browser Object Model is not standardized and can change based on different browsers.



Screenshot

#### 88. What is the use of setTimeout

The setTimeout() method is used to call a function or evaluate an expression after a specified number of milliseconds. For example, let's log a message after 2 seconds using setTimeout method,

```

setTimeout(function () {
  console.log("Good morning");
}, 2000);

```

#### 89. What is the use of setInterval

The setInterval() method is used to call a function or evaluate an expression at specified intervals (in milliseconds). For example, let's log a message after 2 seconds using setInterval method,

```

setInterval(function () {
  console.log("Good morning");
}, 2000);

```

#### 90. What is the purpose of clearTimeout method

The clearTimeout() function is used in javascript to clear the timeout which has been set by setTimeout() function before that. i.e, The return value of setTimeout() function is stored in a variable and it's passed into the clearTimeout() function to clear the timer.

For example, the below setTimeout method is used to display the message after 3 seconds. This timeout can be cleared by the clearTimeout() method.

```

<script>
var msg;
function greeting() {
    alert('Good morning');
}
function start() {
    msg = setTimeout(greeting, 3000);
}

function stop() {
    clearTimeout(msg);
}
</script>

```

#### 91. What is the purpose of clearInterval method

The clearInterval() function is used in javascript to clear the interval which has been set by setInterval() function. i.e, The return value returned by setInterval() function is stored in a variable and it's passed into the clearInterval() function to clear the interval.

For example, the below setInterval method is used to display the message for every 3 seconds. This interval can be cleared by the clearInterval() method.

```

<script>
var msg;
function greeting() {
    alert('Good morning');
}
function start() {
    msg = setInterval(greeting, 3000);
}

function stop() {
    clearInterval(msg);
}
</script>

```

#### 92. Why is JavaScript treated as Single threaded

JavaScript is a single-threaded language. Because the language specification does not allow the programmer to write code so that the interpreter can run parts of it in parallel in multiple threads or processes. Whereas languages like java, go, C++ can make multi-threaded and multi-process programs.

#### 93. What is an event delegation

Event delegation is a technique for listening to events where you delegate a parent element as the listener for all of the events that happen inside it.

For example, if you wanted to detect field changes in inside a specific form, you can use event delegation technique,

```

var form = document.querySelector("#registration-form");

// Listen for changes to fields inside the form
form.addEventListener(
    "input",
    function (event) {
        // Log the field that was changed
        console.log(event.target);
    },
    false
);

```

#### 94. What is ECMAScript

ECMAScript is the scripting language that forms the basis of JavaScript. ECMAScript standardized by the ECMA International standards organization in the ECMA-262 and ECMA-402 specifications. The first edition of ECMAScript was released in 1997.

#### 95. How do you redirect new page in javascript

In vanilla javascript, you can redirect to a new page using the `location` property of `window` object. The syntax would be as follows,

```
function redirect() {  
    window.location.href = "newPage.html";  
}
```

#### 96. How do you check whether a string contains a substring

There are 3 possible ways to check whether a string contains a substring or not,

1. **Using includes:** ES6 provided `String.prototype.includes` method to test a string contains a substring

```
var mainString = "hello",  
    subString = "hell";  
mainString.includes(subString);
```

1. **Using indexOf:** In an ES5 or older environment, you can use `String.prototype.indexOf` which returns the index of a substring. If the index value is not equal to `-1` then it means the substring exists in the main string.

```
var mainString = "hello",  
    subString = "hell";  
mainString.indexOf(subString) !== -1;
```

1. **Using RegEx:** The advanced solution is using Regular expression's test method(`RegExp.test`), which allows for testing for against regular expressions

```
var mainString = "hello",  
    regex = /hell/;  
regex.test(mainString);
```

#### 97. How do you get the current url with javascript

You can use `window.location.href` expression to get the current url path and you can use the same expression for updating the URL too. You can also use `document.URL` for read-only purposes but this solution has issues in FF.

```
console.log("location.href", window.location.href); // Returns full URL
```



#### 98. What are the various url properties of location object

The below `Location` object properties can be used to access URL components of the page,

1. `href` - The entire URL
2. `protocol` - The protocol of the URL
3. `host` - The hostname and port of the URL
4. `hostname` - The hostname of the URL
5. `port` - The port number in the URL
6. `pathname` - The path name of the URL
7. `search` - The query portion of the URL
8. `hash` - The anchor portion of the URL

#### 99. How do you check if a key exists in an object

You can check whether a key exists in an object or not using three approaches,

1. **Using in operator:** You can use the in operator whether a key exists in an object or not

```
"key" in obj;
```

and If you want to check if a key doesn't exist, remember to use parenthesis,

```
!("key" in obj);
```

1. **Using hasOwnProperty method:** You can use hasOwnProperty to particularly test for properties of the object instance (and not inherited properties)

```
obj.hasOwnProperty("key"); // true
```

1. **Using undefined comparison:** If you access a non-existing property from an object, the result is undefined. Let's compare the properties against undefined to determine the existence of the property.

```
const user = {  
  name: "John",  
};  
  
console.log(user.name !== undefined); // true  
console.log(user.nickName !== undefined); // false
```

## 100. How do you loop through or enumerate javascript object

You can use the for-in loop to loop through javascript object. You can also make sure that the key you get is an actual property of an object, and doesn't come from the prototype using hasOwnProperty method.

```
var object = {  
  k1: "value1",  
  k2: "value2",  
  k3: "value3",  
};  
  
for (var key in object) {  
  if (object.hasOwnProperty(key)) {  
    console.log(key + " -> " + object[key]); // k1 -> value1 ...  
  }  
}
```

## 101. How do you test for an empty object

There are different solutions based on ECMAScript versions

1. **Using Object entries(ECMA 7+):** You can use object entries length along with constructor type.

```
Object.entries(obj).length === 0 && obj.constructor === Object; // Since c
```

1. **Using Object keys(ECMA 5+):** You can use object keys length along with constructor type.

```
Object.keys(obj).length === 0 && obj.constructor === Object; // Since c
```

1. **Using for-in with hasOwnProperty(Pre-ECMA 5):** You can use a for-in loop along with hasOwnProperty.

```
function isEmpty(obj) {
  for (var prop in obj) {
    if (obj.hasOwnProperty(prop)) {
      return false;
    }
  }

  return JSON.stringify(obj) === JSON.stringify({});
}
```

#### 102. What is an arguments object

The arguments object is an Array-like object accessible inside functions that contains the values of the arguments passed to that function. For example, let's see how to use arguments object inside sum function,

```
function sum() {
  var total = 0;
  for (var i = 0, len = arguments.length; i < len; ++i) {
    total += arguments[i];
  }
  return total;
}

sum(1, 2, 3); // returns 6
```

**Note:** You can't apply array methods on arguments object. But you can convert into a regular array as below.

```
var argsArray = Array.prototype.slice.call(arguments);
```

#### 103. How do you make first letter of the string in an uppercase

You can create a function which uses a chain of string methods such as charAt, toUpperCase and slice methods to generate a string with the first letter in uppercase.

```
function capitalizeFirstLetter(string) {
  return string.charAt(0).toUpperCase() + string.slice(1);
}
```

#### 104. What are the pros and cons of for loop

The for-loop is a commonly used iteration syntax in javascript. It has both pros and cons

##### Pros

1. Works on every environment
2. You can use break and continue flow control statements

##### Cons

1. Too verbose
2. Imperative
3. You might face one-by-off errors

#### 105. How do you display the current date in javascript

You can use new Date() to generate a new Date object containing the current date and time. For example, let's display the current date in mm/dd/yyyy

```
var today = new Date();
var dd = String(today.getDate()).padStart(2, "0");
var mm = String(today.getMonth() + 1).padStart(2, "0"); //January is 0!
var yyyy = today.getFullYear();
```

```
today = mm + "/" + dd + "/" + yyyy;
document.write(today);
```

#### 106. How do you compare two date objects

You need to use date.getTime() method to compare date values instead of comparison operators (==, !=, ===, and !== operators)

```
var d1 = new Date();
var d2 = new Date(d1);
console.log(d1.getTime() === d2.getTime()); //True
console.log(d1 === d2); // False
```

#### 107. How do you check if a string starts with another string

You can use ECMAScript 6's String.prototype.startsWith() method to check if a string starts with another string or not. But it is not yet supported in all browsers. Let's see an example to see this usage,

```
"Good morning".startsWith("Good"); // true
"Good morning".startsWith("morning"); // false
```

#### 108. How do you trim a string in javascript

JavaScript provided a trim method on string types to trim any whitespace present at the beginning or ending of the string.

```
" Hello World ".trim(); //Hello World
```

#### 109. How do you add a key value pair in javascript

There are two possible solutions to add new properties to an object. Let's take a simple object to explain these solutions.

```
var object = {
  key1: value1,
  key2: value2,
};
```

1. **Using dot notation:** This solution is useful when you know the name of the property

```
object.key3 = "value3";
```

1. **Using square bracket notation:** This solution is useful when the name of the property is dynamically determined.

```
obj["key3"] = "value3";
```

#### 110. Is the !- notation represents a special operator

No, that's not a special operator. But it is a combination of 2 standard operators one after the other,

1. A logical not (!)
2. A prefix decrement (--)

At first, the value decremented by one and then tested to see if it is equal to zero or not for determining the truthy/falsy value.

#### 111. How do you assign default values to variables

You can use the logical or operator `||` in an assignment expression to provide a default value. The syntax looks like as below,

```
var a = b || c;
```

As per the above expression, variable 'a' will get the value of 'c' only if 'b' is falsy (if is null, false, undefined, 0, empty string, or NaN), otherwise 'a' will get the value of 'b'.

#### 112. How do you define multiline strings

You can define multiline string literals using the ```` character followed by line terminator(`\n`).

```
var str = `This is a \n very lengthy \n sentence!`;
console.log(str);
```

But if you have a space after the ```` character, there will be indentation inconsistencies.

#### 113. Can we define properties for functions

Yes, We can define properties for functions because functions are also objects.

```
fn = function (x) {
  //Function code goes here
};

fn.name = "John";

fn.profile = function (y) {
  //Profile code goes here
};
```

#### 114. What is the way to find the number of parameters expected by a function

You can use `function.length` syntax to find the number of parameters expected by a function. Let's take an example of sum function to calculate the sum of numbers,

```
function sum(num1, num2, num3, num4) {
  return num1 + num2 + num3 + num4;
}
sum.length; // 4 is the number of parameters expected.
```

#### 115. What is a polyfill

A polyfill is a piece of JS code used to provide modern functionality on older browsers that do not natively support it. For example, Silverlight plugin polyfill can be used to mimic the functionality of an HTML Canvas element on Microsoft Internet Explorer 7.

#### 116. What are break and continue statements

The break statement is used to "jump out" of a loop. i.e, It breaks the loop and continues executing the code after the loop.

```
for (i = 0; i < 10; i++) {
  if (i === 5) {
    break;
  }
  text += "Number: " + i + "<br>";
}
```

The continue statement is used to "jump over" one iteration in the loop. i.e, It breaks



one iteration (in the loop), if a specified condition occurs, and continues with the next iteration in the loop.

```
for (i = 0; i < 10; i++) {  
  if (i === 5) {  
    continue;  
  }  
  text += "Number: " + i + "<br>";  
}
```

#### 117. What are js labels

The label statement allows us to name loops and blocks in JavaScript. We can then use these labels to refer back to the code later. For example, the below code with labels avoids printing the numbers when they are same,

```
var i, j;  
  
loop1: for (i = 0; i < 3; i++) {  
  loop2: for (j = 0; j < 3; j++) {  
    if (i === j) {  
      continue loop1;  
    }  
    console.log("i = " + i + ", j = " + j);  
  }  
}  
  
// Output is:  
//   "i = 1, j = 0"  
//   "i = 2, j = 0"  
//   "i = 2, j = 1"
```

#### 118. What are the benefits of keeping declarations at the top

It is recommended to keep all declarations at the top of each script or function. The benefits of doing this are,

1. Gives cleaner code
2. It provides a single place to look for local variables
3. Easy to avoid unwanted global variables
4. It reduces the possibility of unwanted re-declarations

#### 119. What are the benefits of initializing variables

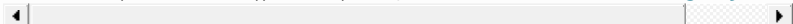
It is recommended to initialize variables because of the below benefits,

1. It gives cleaner code
2. It provides a single place to initialize variables
3. Avoid undefined values in the code

#### 120. How do you generate random integers

You can use `Math.random()` with `Math.floor()` to return random integers. For example, if you want generate random integers between 1 to 10, the multiplication factor should be 10,

```
Math.floor(Math.random() * 10) + 1; // returns a random integer from 1  
Math.floor(Math.random() * 100) + 1; // returns a random integer from 1
```



**Note:** `Math.random()` returns a random number between 0 (inclusive), and 1 (exclusive)

#### 121. Can you write a random integers function to print integers with in a range

Yes, you can create a proper random function to return a random number between min and max (both included)

```
function randomInteger(min, max) {  
  return Math.floor(Math.random() * (max - min + 1)) + min;  
}  
randomInteger(1, 100); // returns a random integer from 1 to 100  
randomInteger(1, 1000); // returns a random integer from 1 to 1000
```

## 122. What is tree shaking

Tree shaking is a form of dead code elimination. It means that unused modules will not be included in the bundle during the build process and for that it relies on the static structure of ES2015 module syntax, (i.e. import and export). Initially this has been popularized by the ES2015 module bundler rollup. Tree Shaking can significantly reduce the code size in any application. i.e, The less code we send over the wire the more performant the application will be. For example, if we just want to create a “Hello World” Application using SPA frameworks then it will take around a few MBs, but by tree shaking it can bring down the size to just a few hundred KBs. Tree shaking is implemented in Rollup and Webpack bundlers.

## 123. What is a Regular Expression

A regular expression is a sequence of characters that forms a search pattern. You can use this search pattern for searching data in a text. These can be used to perform all types of text search and text replace operations. Let’s see the syntax format now,

```
/pattern/modifiers;
```

For example, the regular expression or search pattern with case-insensitive username would be,

```
/John/i;
```

## 124. What are the string methods available in Regular expression

Regular Expressions has two string methods: search() and replace(). The search() method uses an expression to search for a match, and returns the position of the match.

```
var msg = "Hello John";  
var n = msg.search(/John/i); // 6
```

The replace() method is used to return a modified string where the pattern is replaced.

```
var msg = "Hello John";  
var n = msg.replace(/John/i, "Buttler"); // Hello Buttler
```

## 125. What are modifiers in regular expression

Modifiers can be used to perform case-insensitive and global searches. Let’s list down some of the modifiers,

Modifier	Description
i	Perform case-insensitive matching
g	Perform a global match rather than stops at first match
m	Perform multiline matching

Let’s take an example of global modifier,

```
var text = "Learn JS one by one";  
var pattern = /one/g;  
var result = text.match(pattern); // one,one
```

## 126. What are regular expression patterns

Regular Expressions provide a group of patterns in order to match characters. Basically they are categorized into 3 types,

1. **Brackets:** These are used to find a range of characters. For example, below are some use cases,
  - 1.
  - 2.
  3. (a|b): Used to find any of the alternatives separated with |
2. **Metacharacters:** These are characters with a special meaning For example, below are some use cases,
  1. \d: Used to find a digit
  2. \s: Used to find a whitespace character
  3. \b: Used to find a match at the beginning or ending of a word
3. **Quantifiers:** These are useful to define quantities For example, below are some use cases,
  1. n+: Used to find matches for any string that contains at least one n
  2. n\*: Used to find matches for any string that contains zero or more occurrences of n
  3. n?: Used to find matches for any string that contains zero or one occurrences of n

## 127. What is a RegExp object

RegExp object is a regular expression object with predefined properties and methods. Let's see the simple usage of RegExp object,

```
var regexp = new RegExp("\\w+");
console.log(regexp);
// expected output: /\w+/
```

## 128. How do you search a string for a pattern


You can use the test() method of regular expression in order to search a string for a pattern, and return true or false depending on the result.

```
var pattern = /you/;
console.log(pattern.test("How are you?")); //true
```

## 129. What is the purpose of exec method

The purpose of exec method is similar to test method but it executes a search for a match in a specified string and returns a result array, or null instead of returning true/false.

```
var pattern = /you/;
console.log(pattern.exec("How are you?")); //["you", index: 8, input: "
```



## 130. How do you change the style of a HTML element

You can change inline style or classname of a HTML element using javascript

1. **Using style property:** You can modify inline style using style property

```
document.getElementById("title").style.fontSize = "30px";
```

1. **Using ClassName property:** It is easy to modify element class using className property

```
document.getElementById("title").className = "custom-title";
```

## 131. What would be the result of 1+2+‘3’

The output is going to be 33. Since 1 and 2 are numeric values, the result of the first two digits is going to be a numeric value 3. The next digit is a string type value because of that the addition of numeric value 3 and string type value 3 is just going to be a concatenation value 33.

### 132. What is a debugger statement

The debugger statement invokes any available debugging functionality, such as setting a breakpoint. If no debugging functionality is available, this statement has no effect. For example, in the below function a debugger statement has been inserted. So execution is paused at the debugger statement just like a breakpoint in the script source.

```
function getProfile() {  
    // code goes here  
    debugger;  
    // code goes here  
}
```

### 133. What is the purpose of breakpoints in debugging

You can set breakpoints in the javascript code once the debugger statement is executed and the debugger window pops up. At each breakpoint, javascript will stop executing, and let you examine the JavaScript values. After examining values, you can resume the execution of code using the play button.

### 134. Can I use reserved words as identifiers

No, you cannot use the reserved words as variables, labels, object or function names. Let's see one simple example,

```
var else = "hello"; // Uncaught SyntaxError: Unexpected token else
```

### 135. How do you detect a mobile browser without regexp

You can detect mobile browsers by simply running through a list of devices and checking if the userAgent matches anything. This is an alternative solution for RegExp usage,

```
function detectmob() {  
    if (  
        navigator.userAgent.match(/Android/i) ||  
        navigator.userAgent.match(/webOS/i) ||  
        navigator.userAgent.match(/iPhone/i) ||  
        navigator.userAgent.match(/iPad/i) ||  
        navigator.userAgent.match(/iPod/i) ||  
        navigator.userAgent.match(/BlackBerry/i) ||  
        navigator.userAgent.match(/Windows Phone/i)  
    ) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

### 136. How do you convert date to another timezone in javascript

You can use the toLocaleString() method to convert dates in one timezone to another. For example, let's convert current date to British English timezone as below,

```
console.log(event.toLocaleString("en-GB", { timeZone: "UTC" })); //29/6  
◀ | | ▶
```

### 137. What are the properties used to get size of window

You can use `innerWidth`, `innerHeight`, `clientWidth`, `clientHeight` properties of windows, document element and document body objects to find the size of a window. Let's use them combination of these properties to calculate the size of a window or document,

```
var width =
    window.innerWidth ||
    document.documentElement.clientWidth ||
    document.body.clientWidth;

var height =
    window.innerHeight ||
    document.documentElement.clientHeight ||
    document.body.clientHeight;
```

### 138. What is a conditional operator in javascript

The conditional (ternary) operator is the only JavaScript operator that takes three operands which acts as a shortcut for if statements.

```
var isAuthenticated = false;
console.log(
    isAuthenticated ? "Hello, welcome" : "Sorry, you are not authenticated"
); //Sorry, you are not authenticated
```

### 139. Can you apply chaining on conditional operator

Yes, you can apply chaining on conditional operators similar to if ... else if ... else if ... else chain. The syntax is going to be as below,

```
function traceValue(someParam) {
    return condition1
        ? value1
        : condition2
        ? value2
        : condition3
        ? value3
        : value4;
}

// The above conditional operator is equivalent to:

function traceValue(someParam) {
    if (condition1) {
        return value1;
    } else if (condition2) {
        return value2;
    } else if (condition3) {
        return value3;
    } else {
        return value4;
    }
}
```

### 140. What are the ways to execute javascript after page load

You can execute javascript after page load in many different ways,

#### 1. `window.onload`:

```
window.onload = function ...
```

#### 1. `document.onload`:

```
document.onload = function ...
```

### 1. body onload:

```
<body onload="script();">
```

## 141. What is the difference between proto and prototype

The `__proto__` object is the actual object that is used in the lookup chain to resolve methods, etc. Whereas `prototype` is the object that is used to build `__proto__` when you create an object with `new`.

```
new Employee().__proto__ === Employee.prototype;
new Employee().prototype === undefined;
```

There are few more differences,

feature	Prototype	proto
Access	All the function constructors have prototype properties.	All the objects have <code>__proto__</code> property
Purpose	Used to reduce memory wastage with a single copy of function	Used in lookup chain to resolve methods, constructors etc.
ECMAScript	Introduced in ES6	Introduced in ES5
Usage	Frequently used	Rarely used

## 142. Give an example where do you really need semicolon

It is recommended to use semicolons after every statement in JavaScript. For example, in the below case it throws an error “.. is not a function” at runtime due to missing semicolon.

```
// define a function
var fn = (function () {
  //...
})();
// semicolon missing at this line

// then execute some code inside a closure
function () {
  //...
}
})();
```

and it will be interpreted as

```
var fn = (function () {
  //...
})(function () {
  //...
})();
```

In this case, we are passing the second function as an argument to the first function and then trying to call the result of the first function call as a function. Hence, the second function will fail with a “... is not a function” error at runtime.

## 143. What is a freeze method

The **freeze()** method is used to freeze an object. Freezing an object does not allow adding new properties to an object, prevents from removing and prevents changing the enumerability, configurability, or writability of existing properties. i.e, It returns the passed object and does not create a frozen copy.

```
const obj = {
  prop: 100,
};

Object.freeze(obj);
obj.prop = 200; // Throws an error in strict mode

console.log(obj.prop); //100
```

Remember freezing is only applied to the top-level properties in objects but not for nested objects. For example, let's try to freeze user object which has employment details as nested object and observe that details have been changed.

```
const user = {
  name: "John",
  employment: {
    department: "IT",
  },
};

Object.freeze(user);
user.employment.department = "HR";
```

**Note:** It causes a TypeError if the argument passed is not an object.

#### 144. What is the purpose of freeze method

Below are the main benefits of using freeze method,

1. It is used for freezing objects and arrays.
2. It is used to make an object immutable.

#### 145. Why do I need to use freeze method

In the Object-oriented paradigm, an existing API contains certain elements that are not intended to be extended, modified, or re-used outside of their current context. Hence it works as the final keyword which is used in various languages.

#### 146. How do you detect a browser language preference

You can use navigator object to detect a browser language preference as below,

```
var language =
  (navigator.languages && navigator.languages[0]) || // Chrome / Firefc
  navigator.language || // All browsers
  navigator.userLanguage; // IE <= 10

console.log(language);
```

#### 147. How to convert string to title case with javascript

Title case means that the first letter of each word is capitalized. You can convert a string to title case using the below function,

```
function toTitleCase(str) {
  return str.replace(/\w\S*/g, function (txt) {
    return txt.charAt(0).toUpperCase() + txt.substr(1).toLowerCase();
  });
}

toTitleCase("good morning john"); // Good Morning John
```

#### 148. How do you detect javascript disabled in the page

You can use the `<noscript>` tag to detect javascript disabled or not. The code block inside `<noscript>` gets executed when JavaScript is disabled, and is typically used to display alternative content when the page generated in JavaScript.

```
<script type="javascript">
    // JS related code goes here
</script>
<noscript>
    <a href="next_page.html?noJS=true">JavaScript is disabled in the pa
</noscript>
```

#### 149. What are various operators supported by javascript

An operator is capable of manipulating (mathematical and logical computations) a certain value or operand. There are various operators supported by JavaScript as below,

1. **Arithmetic Operators:** Includes + (Addition), - (Subtraction), \* (Multiplication), / (Division), % (Modulus), ++ (Increment) and -- (Decrement)
2. **Comparison Operators:** Includes == (Equal), != (Not Equal), === (Equal with type), > (Greater than), >= (Greater than or Equal to), < (Less than), <= (Less than or Equal to)
3. **Logical Operators:** Includes && (Logical AND), || (Logical OR), ! (Logical NOT)
4. **Assignment Operators:** Includes = (Assignment Operator), += (Add and Assignment Operator), -= (Subtract and Assignment Operator), \*= (Multiply and Assignment), /= (Divide and Assignment), %= (Modules and Assignment)
5. **Ternary Operators:** It includes conditional (: ?) Operator
6. **typeof Operator:** It uses to find type of variable. The syntax looks like `typeof variable`

#### 150. What is a rest parameter

Rest parameter is an improved way to handle function parameters which allows us to represent an indefinite number of arguments as an array. The syntax would be as below,

```
function f(a, b, ...theArgs) {
    // ...
}
```

For example, let's take a sum example to calculate on dynamic number of parameters,

```
function sum(...args) {
    let total = 0;
    for (const i of args) {
        total += i;
    }
    return total;
}

console.log(sum(1, 2)); //3
console.log(sum(1, 2, 3)); //6
console.log(sum(1, 2, 3, 4)); //13
console.log(sum(1, 2, 3, 4, 5)); //15
```

**Note:** Rest parameter is added in ES2015 or ES6

#### 151. What happens if you do not use rest parameter as a last argument

The rest parameter should be the last argument, as its job is to collect all the remaining arguments into an array. For example, if you define a function like below it doesn't make any sense and will throw an error.



```
function someFunc(a,...b,c){
  //You code goes here
  return;
}
```

#### 152. What is a spread operator

Spread operator allows iterables( arrays / objects / strings ) to be expanded into single arguments/elements. Let's take an example to see this behavior,

```
function calculateSum(x, y, z) {
  return x + y + z;
}

const numbers = [1, 2, 3];

console.log(calculateSum(...numbers)); // 6
```

#### 153. How do you determine whether object is frozen or not

Object.isFrozen() method is used to determine if an object is frozen or not. An object is frozen if all of the below conditions hold true,

1. If it is not extensible.
2. If all of its properties are non-configurable.
3. If all its data properties are non-writable. The usage is going to be as follows,

```
const object = {
  property: "Welcome JS world",
};
Object.freeze(object);
console.log(Object.isFrozen(object));
```

#### 154. How do you determine two values same or not using object

The Object.is() method determines whether two values are the same value. For example, the usage with different types of values would be,

```
Object.is("hello", "hello"); // true
Object.is(window, window); // true
Object.is([], []); // false
```

Two values are the same if one of the following holds:

1. both undefined
2. both null
3. both true or both false
4. both strings of the same length with the same characters in the same order
5. both the same object (means both object have same reference)
6. both numbers and both +0 both -0 both NaN both non-zero and both not NaN and both have the same value.

#### 155. What is the purpose of using object is method

Some of the applications of Object's is method are follows,

1. It is used for comparison of two strings.
2. It is used for comparison of two numbers.
3. It is used for comparing the polarity of two numbers.
4. It is used for comparison of two objects.

#### 156. How do you copy properties from one object to other

You can use the Object.assign() method which is used to copy the values and properties from one or more source objects to a target object. It returns the target

object which has properties and values copied from the source objects. The syntax would be as below,

```
Object.assign(target, ...sources);
```

Let's take example with one source and one target object,

```
const target = { a: 1, b: 2 };
const source = { b: 3, c: 4 };

const returnedTarget = Object.assign(target, source);

console.log(target); // { a: 1, b: 3, c: 4 }

console.log(returnedTarget); // { a: 1, b: 3, c: 4 }
```

As observed in the above code, there is a common property(b) from source to target so it's value has been overwritten.

### 157. What are the applications of assign method

Below are the some of main applications of Object.assign() method,

1. It is used for cloning an object.
2. It is used to merge objects with the same properties.
3. **How do you check whether an object can be extendable or not**

The Object.isExtensible() method is used to determine if an object is extendable or not. i.e, Whether it can have new properties added to it or not.

```
const newObject = {};
console.log(Object.isExtensible(newObject)); //true
```

**Note:** By default, all the objects are extendable. i.e, The new properties can be added or modified.

### 158. How do you prevent an object to extend

The Object.preventExtensions() method is used to prevent new properties from ever being added to an object. In other words, it prevents future extensions to the object. Let's see the usage of this property,

```
const newObject = {};
Object.preventExtensions(newObject); // NOT extendable

try {
  Object.defineProperty(newObject, "newProperty", {
    // Adding new property
    value: 100,
  });
} catch (e) {
  console.log(e); // TypeError: Cannot define property newProperty, obj
}
```

### 159. What are the different ways to make an object non-extendable

You can mark an object non-extendable in 3 ways,

1. Object.preventExtensions
2. Object.seal
3. Object.freeze

```

var newObject = {};

Object.preventExtensions(newObject); // Prevent objects are non-extensi
Object.isExtensible(newObject); // false

var sealedObject = Object.seal({}); // Sealed objects are non-extensibl
Object.isExtensible(sealedObject); // false

var frozenObject = Object.freeze({}); // Frozen objects are non-extensi
Object.isExtensible(frozenObject); // false

```

#### 160. How do you define multiple properties on an object

The `Object.defineProperties()` method is used to define new or modify existing properties directly on an object and returning the object. Let's define multiple properties on an empty object,

```

const newObject = {};

Object.defineProperties(newObject, {
  newProperty1: {
    value: "John",
    writable: true,
  },
  newProperty2: {},
});

```

#### 161. What is the purpose of seal method

The **Object.seal()** method is used to seal an object, by preventing new properties from being added to it and marking all existing properties as non-configurable. But values of present properties can still be changed as long as they are writable. Let's see the below example to understand more about seal() method

```

const object = {
  property: "Welcome JS world",
};
Object.seal(object);
object.property = "Welcome to object world";
console.log(Object.isSealed(object)); // true
delete object.property; // You cannot delete when sealed
console.log(object.property); //Welcome to object world

```

#### 162. What are the applications of seal method

Below are the main applications of `Object.seal()` method,

1. It is used for sealing objects and arrays.
2. It is used to make an object immutable.

#### 163. What are the differences between freeze and seal methods

If an object is frozen using the `Object.freeze()` method then its properties become immutable and no changes can be made in them whereas if an object is sealed using the `Object.seal()` method then the changes can be made in the existing properties of the object.

#### 164. How do you determine if an object is sealed or not

The `Object.isSealed()` method is used to determine if an object is sealed or not. An object is sealed if all of the below conditions hold true

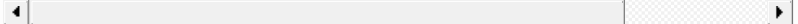
1. If it is not extensible.
2. If all of its properties are non-configurable.

3. If it is not removable (but not necessarily non-writable). Let's see it in the action

```
const object = {
  property: "Hello, Good morning",
};

Object.seal(object); // Using seal() method to seal the object

console.log(Object.isSealed(object)); // checking whether the object is
```



#### 165. How do you get enumerable key and value pairs

The `Object.entries()` method is used to return an array of a given object's own enumerable string-keyed property [key, value] pairs, in the same order as that provided by a `for...in` loop. Let's see the functionality of `object.entries()` method in an example,

```
const object = {
  a: "Good morning",
  b: 100,
};

for (let [key, value] of Object.entries(object)) {
  console.log(`${key}: ${value}`); // a: 'Good morning'
  // b: 100
}
```

**Note:** The order is not guaranteed as object defined.

#### 166. What is the main difference between `Object.values` and `Object.entries` method

The `Object.values()` method's behavior is similar to `Object.entries()` method but it returns an array of values instead [key,value] pairs.

```
const object = {
  a: "Good morning",
  b: 100,
};

for (let value of Object.values(object)) {
  console.log(`${value}`); // 'Good morning'
  100;
}
```

#### 167. How can you get the list of keys of any object

You can use the `Object.keys()` method which is used to return an array of a given object's own property names, in the same order as we get with a normal loop. For example, you can get the keys of a user object,

```
const user = {
  name: "John",
  gender: "male",
  age: 40,
};

console.log(Object.keys(user)); //['name', 'gender', 'age']
```

#### 168. How do you create an object with prototype

The `Object.create()` method is used to create a new object with the specified prototype object and properties. i.e, It uses an existing object as the prototype of the newly created object. It returns a new object with the specified prototype object and properties.

```
const user = {
  name: "John",
  printInfo: function () {
    console.log(`My name is ${this.name}.`);
  },
};

const admin = Object.create(user);

admin.name = "Nick"; // Remember that "name" is a property set on "admin"
admin.printInfo(); // My name is Nick
```

#### 169. How do you print the contents of web page

The window object provided a print() method which is used to print the contents of the current window. It opens a Print dialog box which lets you choose between various printing options. Let's see the usage of print method in an example,

```
<input type="button" value="Print" onclick="window.print()" />
```

**Note:** In most browsers, it will block while the print dialog is open.

#### 170. What is an anonymous function

An anonymous function is a function without a name! Anonymous functions are commonly assigned to a variable name or used as a callback function. The syntax would be as below,

```
function (optionalParameters) {
  //do something
}

const myFunction = function(){ //Anonymous function assigned to a variable
  //do something
};

[1, 2, 3].map(function(element){ //Anonymous function used as a callback
  //do something
});
```

Let's see the above anonymous function in an example,

```
var x = function (a, b) {
  return a * b;
};
var z = x(5, 10);
console.log(z); // 50
```

#### 171. What is the precedence order between local and global variables

A local variable takes precedence over a global variable with the same name. Let's see this behavior in an example.

```
var msg = "Good morning";
function greeting() {
  msg = "Good Evening";
  console.log(msg); // Good Evening
}
greeting();
```

#### 172. What are javascript accessors

ECMAScript 5 introduced javascript object accessors or computed properties through

getters and setters. Getters uses the `get` keyword whereas Setters uses the `set` keyword.

```
var user = {
  firstName: "John",
  lastName: "Abraham",
  language: "en",
  get lang() {
    return this.language;
  },
  set lang(lang) {
    this.language = lang;
  },
};
console.log(user.lang); // getter access lang as en
user.lang = "fr";
console.log(user.lang); // setter used to set lang as fr
```

### 173. How do you define property on Object constructor

The `Object.defineProperty()` static method is used to define a new property directly on an object, or modify an existing property on an object, and returns the object. Let's see an example to know how to define property,

```
const newObject = {};

Object.defineProperty(newObject, "newProperty", {
  value: 100,
  writable: false,
});

console.log(newObject.newProperty); // 100

newObject.newProperty = 200; // It throws an error in strict mode due t
```



### 174. What is the difference between `get` and `defineProperty`

Both have similar results until unless you use classes. If you use `get` the property will be defined on the prototype of the object whereas using `Object.defineProperty()` the property will be defined on the instance it is applied to.

### 175. What are the advantages of Getters and Setters

Below are the list of benefits of Getters and Setters,

1. They provide simpler syntax
2. They are used for defining computed properties, or accessors in JS.
3. Useful to provide equivalence relation between properties and methods
4. They can provide better data quality
5. Useful for doing things behind the scenes with the encapsulated logic.

### 176. Can I add getters and setters using `defineProperty` method

Yes, You can use the `Object.defineProperty()` method to add Getters and Setters. For example, the below counter object uses increment, decrement, add and subtract properties,

```

var obj = { counter: 0 };

// Define getters
Object.defineProperty(obj, "increment", {
  get: function () {
    this.counter++;
  },
});
Object.defineProperty(obj, "decrement", {
  get: function () {
    this.counter--;
  },
});

// Define setters
Object.defineProperty(obj, "add", {
  set: function (value) {
    this.counter += value;
  },
});
Object.defineProperty(obj, "subtract", {
  set: function (value) {
    this.counter -= value;
  },
});

obj.add = 10;
obj.subtract = 5;
console.log(obj.increment); //6
console.log(obj.decrement); //5

```

#### 177. What is the purpose of switch-case

The switch case statement in JavaScript is used for decision making purposes. In a few cases, using the switch case statement is going to be more convenient than if-else statements. The syntax would be as below,

```

switch (expression)
{
  case value1:
    statement1;
    break;
  case value2:
    statement2;
    break;
  .
  .
  case valueN:
    statementN;
    break;
  default:
    statementDefault;
}

```

The above multi-way branch statement provides an easy way to dispatch execution to different parts of code based on the value of the expression.

#### 178. What are the conventions to be followed for the usage of switch case

Below are the list of conventions should be taken care,

1. The expression can be of type either number or string.
2. Duplicate values are not allowed for the expression.
3. The default statement is optional. If the expression passed to switch does not match with any case value then the statement within default case will be executed.
4. The break statement is used inside the switch to terminate a statement sequence.

5. The break statement is optional. But if it is omitted, the execution will continue on into the next case.

#### 179. What are the different ways to access object properties

There are 3 possible ways for accessing the property of an object.

1. **Dot notation:** It uses dot for accessing the properties

```
objectName.property;
```

1. **Square brackets notation:** It uses square brackets for property access

```
objectName["property"];
```

1. **Expression notation:** It uses expression in the square brackets

```
objectName[expression];
```

#### 180. What are the function parameter rules

JavaScript functions follow below rules for parameters,

1. The function definitions do not specify data types for parameters.
2. Do not perform type checking on the passed arguments.
3. Do not check the number of arguments received. i.e, The below function follows the above rules,

```
function functionName(parameter1, parameter2, parameter3) {  
  console.log(parameter1); // 1  
}  
functionName(1);
```

#### 181. What is an error object

An error object is a built in error object that provides error information when an error occurs. It has two properties: name and message. For example, the below function logs error details,

```
try {  
  greeting("Welcome");  
} catch (err) {  
  console.log(err.name + "<br>" + err.message);  
}
```

#### 182. When you get a syntax error

A SyntaxError is thrown if you try to evaluate code with a syntax error. For example, the below missing quote for the function parameter throws a syntax error

```
try {  
  eval("greeting('welcome')"); // Missing ' will produce an error  
} catch (err) {  
  console.log(err.name);  
}
```

#### 183. What are the different error names from error object

There are 6 different types of error names returned from error object, | Error Name | Description | |---| |-----| EvalError | An error has occurred in the eval() function | | RangeError | An error has occurred with a number “out of range” | | ReferenceError | An error due to an illegal reference | | SyntaxError | An error due to a syntax error | | TypeError | An error due to a type error | | URIError | An error due to encodeURI() |

#### 184. What are the various statements in error handling



Below are the list of statements used in an error handling,

1. **try:** This statement is used to test a block of code for errors
2. **catch:** This statement is used to handle the error
3. **throw:** This statement is used to create custom errors.
4. **finally:** This statement is used to execute code after try and catch regardless of the result.

#### 185. What are the two types of loops in javascript

1. **Entry Controlled loops:** In this kind of loop type, the test condition is tested before entering the loop body. For example, For Loop and While Loop comes under this category.
2. **Exit Controlled Loops:** In this kind of loop type, the test condition is tested or evaluated at the end of the loop body. i.e, the loop body will execute at least once irrespective of test condition true or false. For example, do-while loop comes under this category.

#### 186. What is nodejs

Node.js is a server-side platform built on Chrome's JavaScript runtime for easily building fast and scalable network applications. It is an event-based, non-blocking, asynchronous I/O runtime that uses Google's V8 JavaScript engine and libuv library.

#### 187. What is an Iterator

An iterator is an object which defines a sequence and a return value upon its termination. It implements the Iterator protocol with a `next()` method which returns an object with two properties: `value` (the next value in the sequence) and `done` (which is true if the last value in the sequence has been consumed).

#### 188. How does synchronous iteration works

Synchronous iteration was introduced in ES6 and it works with below set of components,

**Iterable:** It is an object which can be iterated over via a method whose key is `Symbol.iterator`. **Iterator:** It is an object returned by invoking `[Symbol.iterator]()` on an iterable. This iterator object wraps each iterated element in an object and returns it via `next()` method one by one. **IteratorResult:** It is an object returned by `next()` method. The object contains two properties; the `value` property contains an iterated element and the `done` property determines whether the element is the last element or not.

Let's demonstrate synchronous iteration with an array as below,

```
const iterable = ["one", "two", "three"];
const iterator = iterable[Symbol.iterator]();
console.log(iterator.next()); // { value: 'one', done: false }
console.log(iterator.next()); // { value: 'two', done: false }
console.log(iterator.next()); // { value: 'three', done: false }
console.log(iterator.next()); // { value: 'undefined', done: true }
```

#### 189. What is an event loop

The event loop is a process that continuously monitors both the call stack and the event queue and checks whether or not the call stack is empty. If the call stack is empty and there are pending events in the event queue, the event loop dequeues the event from the event queue and pushes it to the call stack. The call stack executes the event, and any additional events generated during the execution are added to the end of the event queue.

**Note:** The event loop allows Node.js to perform non-blocking I/O operations, even

though JavaScript is single-threaded, by offloading operations to the system kernel whenever possible. Since most modern kernels are multi-threaded, they can handle multiple operations executing in the background.

## 190. What is call stack

Call Stack is a data structure for javascript interpreters to keep track of function calls(creates execution context) in the program. It has two major actions,

1. Whenever you call a function for its execution, you are pushing it to the stack.
2. Whenever the execution is completed, the function is popped out of the stack.

Let's take an example and it's state representation in a diagram format

```
function hungry() {  
  eatFruits();  
}  
function eatFruits() {  
  return "I'm eating fruits";  
}  
  
// Invoke the `hungry` function  
hungry();
```

The above code processed in a call stack as below,

1. Add the hungry() function to the call stack list and execute the code.
2. Add the eatFruits() function to the call stack list and execute the code.
3. Delete the eatFruits() function from our call stack list.
4. Delete the hungry() function from the call stack list since there are no items anymore.



Screenshot

## 191. What is an event queue

The event queue follows the queue data structure. It stores async callbacks to be added to the call stack. It is also known as the Callback Queue or Macrotask Queue.

Whenever the call stack receives an async function, it is moved into the Web API. Based on the function, Web API executes it and awaits the result. Once it is finished, it moves the callback into the event queue (the callback of the promise is moved into the microtask queue).

The event loop constantly checks whether or not the call stack is empty. Once the call stack is empty and there is a callback in the event queue, the event loop moves the callback into the call stack. But if there is a callback in the microtask queue as well, it is moved first. The microtask queue has a higher priority than the event queue.

## 192. How do you sort elements in an array

The sort() method is used to sort the elements of an array in place and returns the sorted array. The example usage would be as below,

```
var months = ["Aug", "Sep", "Jan", "June"];  
months.sort();  
console.log(months); // ["Aug", "Jan", "June", "Sep"]
```

## 193. What is the purpose of compareFunction while sorting arrays

The compareFunction is used to define the sort order. If omitted, the array elements are converted to strings, then sorted according to each character's Unicode code point value. Let's take an example to see the usage of compareFunction,

```
let numbers = [1, 2, 5, 3, 4];
numbers.sort((a, b) => b - a);
console.log(numbers); // [5, 4, 3, 2, 1]
```

#### 194. How do you reversing an array

You can use the `reverse()` method to reverse the elements in an array. This method is useful to sort an array in descending order. Let's see the usage of `reverse()` method in an example,

```
let numbers = [1, 2, 5, 3, 4];
numbers.sort((a, b) => b - a);
numbers.reverse();
console.log(numbers); // [1, 2, 3, 4, 5]
```

#### 195. How do you find min and max value in an array

You can use `Math.min` and `Math.max` methods on array variables to find the minimum and maximum elements within an array. Let's create two functions to find the min and max value with in an array,

```
var marks = [50, 20, 70, 60, 45, 30];
function findMin(arr) {
    return Math.min.apply(null, arr);
}
function findMax(arr) {
    return Math.max.apply(null, arr);
}

console.log(findMin(marks));
console.log(findMax(marks));
```

#### 196. How do you find min and max values without Math functions

You can write functions which loop through an array comparing each value with the lowest value or highest value to find the min and max values. Let's create those functions to find min and max values,

```
var marks = [50, 20, 70, 60, 45, 30];
function findMin(arr) {
    var length = arr.length;
    var min = Infinity;
    while (length--) {
        if (arr[length] < min) {
            min = arr[length];
        }
    }
    return min;
}

function findMax(arr) {
    var length = arr.length;
    var max = -Infinity;
    while (length--) {
        if (arr[length] > max) {
            max = arr[length];
        }
    }
    return max;
}

console.log(findMin(marks));
console.log(findMax(marks));
```

#### 197. What is an empty statement and purpose of it

The empty statement is a semicolon (;) indicating that no statement will be executed, even if JavaScript syntax requires one. Since there is no action with an empty statement you might think that its usage is quite less, but the empty statement is occasionally useful when you want to create a loop that has an empty body. For example, you can initialize an array with zero values as below,

```
// Initialize an array a
for (let i = 0; i < a.length; a[i++] = 0);
```

#### 198. What is a comma operator

The comma operator is used to evaluate each of its operands from left to right and returns the value of the last operand. This is totally different from comma usage within arrays, objects, and function arguments and parameters. For example, the usage for numeric expressions would be as below,

```
var x = 1;
x = (x++, x);

console.log(x); // 2
```

#### 199. What is the advantage of a comma operator

It is normally used to include multiple expressions in a location that requires a single expression. One of the common usages of this comma operator is to supply multiple parameters in a for loop. For example, the below for loop uses multiple expressions in a single location using comma operator,

```
for (var a = 0, b = 10; a <= 10; a++, b--)
```

You can also use the comma operator in a return statement where it processes before returning.

```
function myFunction() {
  var a = 1;
  return (a += 10), a; // 11
}
```

#### 200. What is typescript

TypeScript is a typed superset of JavaScript created by Microsoft that adds optional types, classes, async/await, and many other features, and compiles to plain JavaScript. Angular built entirely in TypeScript and used as a primary language. You can install it globally as

```
npm install -g typescript
```

Let's see a simple example of TypeScript usage,

```
function greeting(name: string): string {
  return "Hello, " + name;
}

let user = "Sudheer";

console.log(greeting(user));
```

The greeting method allows only string type as argument.

#### 201. What are the differences between javascript and typescript

Below are the list of differences between javascript and typescript,

feature	typescript	javascript
Language paradigm	Object oriented programming language	Scripting language
Typing support	Supports static typing	It has dynamic typing
Modules	Supported	Not supported
Interface	It has interfaces concept	Doesn't support interfaces
Optional parameters	Functions support optional parameters	No support of optional parameters for functions

## 202. What are the advantages of typescript over javascript

Below are some of the advantages of typescript over javascript,

1. TypeScript is able to find compile time errors at the development time only and it makes sure less runtime errors. Whereas javascript is an interpreted language.
2. TypeScript is strongly-typed or supports static typing which allows for checking type correctness at compile time. This is not available in javascript.
3. TypeScript compiler can compile the .ts files into ES3, ES4 and ES5 unlike ES6 features of javascript which may not be supported in some browsers.

## 203. What is a constructor method

The constructor method is a special method for creating and initializing an object created within a class. If you do not specify a constructor method, a default constructor is used. The example usage of constructor would be as below,

```
class Employee {
  constructor() {
    this.name = "John";
  }
}

var employeeObject = new Employee();

console.log(employeeObject.name); // John
```

## 204. What happens if you write constructor more than once in a class

The "constructor" in a class is a special method and it should be defined only once in a class. i.e, If you write a constructor method more than once in a class it will throw a `SyntaxError` error.

```
class Employee {
  constructor() {
    this.name = "John";
  }
  constructor() { // Uncaught SyntaxError: A class may only have one constructor
    this.age = 30;
  }
}

var employeeObject = new Employee();

console.log(employeeObject.name);
```

## 205. How do you call the constructor of a parent class

You can use the `super` keyword to call the constructor of a parent class. Remember that `super()` must be called before using 'this' reference. Otherwise it will cause a reference error. Let's see the usage of it,

```

class Square extends Rectangle {
  constructor(length) {
    super(length, length);
    this.name = "Square";
  }

  get area() {
    return this.width * this.height;
  }

  set area(value) {
    this.area = value;
  }
}

```

#### 206. How do you get the prototype of an object

You can use the `Object.getPrototypeOf(obj)` method to return the prototype of the specified object. i.e. The value of the internal prototype property. If there are no inherited properties then null value is returned.

```

const newPrototype = {};
const newObject = Object.create(newPrototype);

console.log(Object.getPrototypeOf(newObject) === newPrototype); // true

```

#### 207. What happens If I pass string type for getPrototype method

In ES5, it will throw a `TypeError` exception if the `obj` parameter isn't an object. Whereas in ES2015, the parameter will be coerced to an Object.

```

// ES5
Object.getPrototypeOf("James"); // TypeError: "James" is not an object
// ES2015
Object.getPrototypeOf("James"); // String.prototype

```

#### 208. How do you set prototype of one object to another

You can use the `Object.setPrototypeOf()` method that sets the prototype (i.e., the internal `Prototype` property) of a specified object to another object or null. For example, if you want to set prototype of a square object to rectangle object would be as follows,

```

Object.setPrototypeOf(Square.prototype, Rectangle.prototype);
Object.setPrototypeOf({}, null);

```

#### 209. How do you perform form validation without javascript

You can perform HTML form validation automatically without using javascript. The validation enabled by applying the `required` attribute to prevent form submission when the input is empty.

```

<form method="post">
  <input type="text" name="uname" required />
  <input type="submit" value="Submit" />
</form>

```

**Note:** Automatic form validation does not work in Internet Explorer 9 or earlier.

#### 210. What is an enum

An enum is a type restricting variables to one value from a predefined set of constants. JavaScript has no enums but typescript provides built-in enum support.

```
```javascript
enum Color {
  RED, GREEN, BLUE
}
```
```

javascript does not natively support enums. But there are different kinds of solutions to simulate them even though they may not provide exact equivalents. For example, you can use freeze or seal on object,

```
```javascript
var DaysEnum = Object.freeze({"monday":1, "tuesday":2,
"wednesday":3, ...})
```
```

## 211. How do you list all properties of an object

You can use the `Object.getOwnPropertyNames()` method which returns an array of all properties found directly in a given object. Let's see the usage of it in an example,

```
const newObject = {
  a: 1,
  b: 2,
  c: 3,
};

console.log(Object.getOwnPropertyNames(newObject));
["a", "b", "c"];
```

## 212. How do you get property descriptors of an object

You can use the `Object.getOwnPropertyDescriptors()` method which returns all own property descriptors of a given object. The example usage of this method is below,

```
const newObject = {
  a: 1,
  b: 2,
  c: 3,
};

const descriptorsObject = Object.getOwnPropertyDescriptors(newObject);
console.log(descriptorsObject.a.writable); //true
console.log(descriptorsObject.a.configurable); //true
console.log(descriptorsObject.a.enumerable); //true
console.log(descriptorsObject.a.value); // 1
```

## 213. What are the attributes provided by a property descriptor

A property descriptor is a record which has the following attributes

1. value: The value associated with the property
2. writable: Determines whether the value associated with the property can be changed or not
3. configurable: Returns true if the type of this property descriptor can be changed and if the property can be deleted from the corresponding object.
4. enumerable: Determines whether the property appears during enumeration of the properties on the corresponding object or not.
5. set: A function which serves as a setter for the property
6. get: A function which serves as a getter for the property

## 214. How do you extend classes

The `extends` keyword is used in class declarations/expressions to create a class which

is a child of another class. It can be used to subclass custom classes as well as built-in objects. The syntax would be as below,

```
class ChildClass extends ParentClass { ... }
```

Let's take an example of Square subclass from Polygon parent class,

```
class Square extends Rectangle {
  constructor(length) {
    super(length, length);
    this.name = "Square";
  }

  get area() {
    return this.width * this.height;
  }

  set area(value) {
    this.area = value;
  }
}
```

#### 215. How do you check whether an array includes a particular value or not

The `Array#includes()` method is used to determine whether an array includes a particular value among its entries by returning either true or false. Let's see an example to find an element(numeric and string) within an array.

```
var numericArray = [1, 2, 3, 4];
console.log(numericArray.includes(3)); // true

var stringArray = ["green", "yellow", "blue"];
console.log(stringArray.includes("blue")); //true
```

#### 216. How do you compare scalar arrays

You can use length and every method of arrays to compare two scalar(compared directly using `===`) arrays. The combination of these expressions can give the expected result,

```
const arrayFirst = [1, 2, 3, 4, 5];
const arraySecond = [1, 2, 3, 4, 5];
console.log(
  arrayFirst.length === arraySecond.length &&
  arrayFirst.every((value, index) => value === arraySecond[index])
); // true
```

If you would like to compare arrays irrespective of order then you should sort them before,

```
const arrayFirst = [2, 3, 1, 4, 5];
const arraySecond = [1, 2, 3, 4, 5];
console.log(
  arrayFirst.length === arraySecond.length &&
  arrayFirst
    .sort()
    .every((value, index) => value === arraySecond[index])
); //true
```

#### 217. How do you print numbers with commas as thousand separators

You can use the `Number.prototype.toLocaleString()` method which returns a string with a language-sensitive representation such as thousand separator, currency etc of this number.



```
function convertToThousandFormat(x) {
    return x.toLocaleString(); // 12,345.679
}

console.log(convertToThousandFormat(12345.6789));
```

## 218. How do get the timezone offset from date

You can use the `getTimezoneOffset` method of the date object. This method returns the time zone difference, in minutes, from current locale (host system settings) to UTC

```
var offset = new Date().getTimezoneOffset();
console.log(offset); // -480
```

## 219. What are the different methods to find HTML elements in DOM

If you want to access any element in an HTML page, you need to start with accessing the document object. Later you can use any of the below methods to find the HTML element,

1. `document.getElementById(id)`: It finds an element by Id
2. `document.getElementsByTagName(name)`: It finds an element by tag name
3. `document.getElementsByClassName(name)`: It finds an element by class name

## 220. What is V8 JavaScript engine

V8 is an open source high-performance JavaScript engine used by the Google Chrome browser, written in C++. It is also being used in the node.js project. It implements ECMAScript and WebAssembly, and runs on Windows 7 or later, macOS 10.12+, and Linux systems that use x64, IA-32, ARM, or MIPS processors. **Note:** It can run standalone, or can be embedded into any C++ application.

V8 engine uses the below optimization techniques.

**Inline expansion:** It is a compiler optimization by replacing the function calls with the corresponding function blocks. **Copy elision:** This is a compiler optimization method to prevent expensive extra objects from being duplicated or copied. **Inline caching:** It is a runtime optimization technique where it caches the execution of older tasks those can be lookup while executing the same task in the future.

## 221. Why do we call javascript as dynamic language

JavaScript is a loosely typed or a dynamic language because variables in JavaScript are not directly associated with any particular value type, and any variable can be assigned/reassigned with values of all types.

```
let age = 50; // age is a number now
age = "old"; // age is a string now
age = true; // age is a boolean
```

## 222. What is a void operator

The void operator evaluates the given expression and then returns undefined(i.e, without returning value). The syntax would be as below,

```
void expression;
void expression;
```

Let's display a message without any redirection or reload

```
<a href="javascript:void(alert('Welcome to JS world'))">
    Click here to see a message
</a>
```

**Note:** This operator is often used to obtain the undefined primitive value, using

“void(0)”.

### 223. How to set the cursor to wait

The cursor can be set to wait in JavaScript by using the property “cursor”. Let’s perform this behavior on page load using the below function.

```
function myFunction() {  
  window.document.body.style.cursor = "wait";  
}
```

and this function invoked on page load

```
<body onload="myFunction()"></body>
```

### 224. How do you create an infinite loop

You can create infinite loops using for and while loops without using any expressions. The for loop construct or syntax is better approach in terms of ESLint and code optimizer tools,

```
for (;;) {}  
while (true) {}
```

### 225. Why do you need to avoid with statement

JavaScript’s with statement was intended to provide a shorthand for writing recurring accesses to objects. So it can help reduce file size by reducing the need to repeat a lengthy object reference without performance penalty. Let’s take an example where it is used to avoid redundancy when accessing an object several times.

```
a.b.c.greeting = "welcome";  
a.b.c.age = 32;
```

Using with it turns this into:

```
with (a.b.c) {  
  greeting = "welcome";  
  age = 32;  
}
```

But this with statement creates performance problems since one cannot predict whether an argument will refer to a real variable or to a property inside the with argument.

### 226. What is the output of below for loops

```
for (var i = 0; i < 4; i++) {  
  // global scope  
  setTimeout(() => console.log(i));  
}  
  
for (let i = 0; i < 4; i++) {  
  // block scope  
  setTimeout(() => console.log(i));  
}
```

The output of the above for loops is 4 4 4 4 and 0 1 2 3

**Explanation:** Due to the event queue/loop of javascript, the setTimeout callback function is called after the loop has been executed. Since the variable i is declared with the var keyword it became a global variable and the value was equal to 4 using iteration when the time setTimeout function is invoked. Hence, the output of the first loop is 4 4 4 4.

Whereas in the second loop, the variable i is declared as the let keyword it becomes a

block scoped variable and it holds a new value(0, 1 ,2 3) for each iteration. Hence, the output of the first loop is 0 1 2 3.

## 227. What is ES6

ES6 is the sixth edition of the javascript language and it was released in June 2015. It was initially known as ECMAScript 6 (ES6) and later renamed to ECMAScript 2015. Almost all the modern browsers support ES6 but for the old browsers there are many transpilers, like Babel.js etc.

Below are the list of some new features of ES6,

1. Support for constants or immutable variables
2. Block-scope support for variables, constants and functions
3. Arrow functions
4. Default parameters
5. Rest and Spread Parameters
6. Template Literals
7. Multi-line Strings
8. Destructuring Assignment
9. Enhanced Object Literals
10. Promises
11. Classes
12. Modules

## 228. Can I redeclare let and const variables

No, you cannot redeclare let and const variables. If you do, it throws below error

Uncaught SyntaxError: Identifier 'someVariable' has already been declar

**Explanation:** The variable declaration with var keyword refers to a function scope and the variable is treated as if it were declared at the top of the enclosing scope due to hoisting feature. So all the multiple declarations contributing to the same hoisted variable without any error. Let's take an example of re-declaring variables in the same scope for both var and let/const variables.

```
var name = "John";
function myFunc() {
  var name = "Nick";
  var name = "Abraham"; // Re-assigned in the same function block
  alert(name); // Abraham
}
myFunc();
alert(name); // John
```

The block-scoped multi-declaration throws syntax error,

```
let name = "John";
function myFunc() {
  let name = "Nick";
  let name = "Abraham"; // Uncaught SyntaxError: Identifier 'name' has
  alert(name);
}

myFunc();
alert(name);
```

## 229. Is const variable makes the value immutable

No, the const variable doesn't make the value immutable. But it disallows subsequent assignments(i.e, You can declare with assignment but can't assign another value later)

```
const userList = [];
userList.push("John"); // Can mutate even though it can't re-assign
console.log(userList); // ['John']
```

### 230. What are default parameters

In ES5, we need to depend on logical OR operators to handle default values of function parameters. Whereas in ES6, Default function parameters feature allows parameters to be initialized with default values if no value or undefined is passed. Let's compare the behavior with an examples,

```
//ES5
var calculateArea = function (height, width) {
  height = height || 50;
  width = width || 60;

  return width * height;
};
console.log(calculateArea()); //300
```

The default parameters makes the initialization more simpler,

```
//ES6
var calculateArea = function (height = 50, width = 60) {
  return width * height;
};

console.log(calculateArea()); //300
```

### 231. What are template literals

Template literals or template strings are string literals allowing embedded expressions. These are enclosed by the back-tick ( ` ) character instead of double or single quotes. In ES6, this feature enables using dynamic expressions as below,

```
var greeting = `Welcome to JS World, Mr. ${firstName} ${lastName}.`;
```

In ES5, you need break string like below,

```
var greeting = 'Welcome to JS World, Mr. ' + firstName + ' ' + lastName
```

**Note:** You can use multi-line strings and string interpolation features with template literals.

### 232. How do you write multi-line strings in template literals

In ES5, you would have to use newline escape characters( ` \n ` ) and concatenation symbols( + ) in order to get multi-line strings.

```
console.log("This is string sentence 1\n" + "This is string sentence 2")
```

Whereas in ES6, You don't need to mention any newline sequence character,

```
console.log(`This is string sentence
'This is string sentence 2'`);
```

### 233. What are nesting templates

The nesting template is a feature supported within template literals syntax to allow inner backticks inside a placeholder \$ { } within the template. For example, the below nesting template is used to display the icons based on user permissions whereas outer template checks for platform type,

```
const iconStyles = `icon ${
  isMobilePlatform()
    ? ""
    : `icon-${user.isAuthorized ? "submit" : "disabled"}`
}`;
```

You can write the above use case without nesting template features as well. However, the nesting template feature is more compact and readable.

```
//Without nesting templates
const iconStyles = `icon ${
  isMobilePlatform()
    ? ""
    : user.isAuthorized
    ? "icon-submit"
    : "icon-disabled"
}`;
```

## 234. What are tagged templates

Tagged templates are the advanced form of templates in which tags allow you to parse template literals with a function. The tag function accepts the first parameter as an array of strings and remaining parameters as expressions. This function can also return manipulated strings based on parameters. Let's see the usage of this tagged template behavior of an IT professional skill set in an organization,

```
var user1 = "John";
var skill1 = "JavaScript";
var experience1 = 15;

var user2 = "Kane";
var skill2 = "JavaScript";
var experience2 = 5;

function myInfoTag(strings, userExp, experienceExp, skillExp) {
  var str0 = strings[0]; // "Mr/Ms. "
  var str1 = strings[1]; // " is a/an "
  var str2 = strings[2]; // "in"

  var expertiseStr;
  if (experienceExp > 10) {
    expertiseStr = "expert developer";
  } else if (skillExp > 5 && skillExp <= 10) {
    expertiseStr = "senior developer";
  } else {
    expertiseStr = "junior developer";
  }

  return `${str0}${userExp}${str1}${expertiseStr}${str2}${skillExp}`;
}

var output1 = myInfoTag`Mr/Ms. ${user1} is a/an ${experience1} in ${ski
var output2 = myInfoTag`Mr/Ms. ${user2} is a/an ${experience2} in ${ski

console.log(output1); // Mr/Ms. John is a/an expert developer in JavaSc
console.log(output2); // Mr/Ms. Kane is a/an junior developer in JavaSc
```

## 235. What is destructuring assignment

The destructuring assignment is a JavaScript expression that makes it possible to unpack values from arrays or properties from objects into distinct variables. Let's get the month values from an array using destructuring assignment

```
var [one, two, three] = ["JAN", "FEB", "MARCH"];

console.log(one); // "JAN"
console.log(two); // "FEB"
console.log(three); // "MARCH"
```

and you can get user properties of an object using destructuring assignment,

```
var { name, age } = { name: "John", age: 32 };

console.log(name); // John
console.log(age); // 32
```

## 236. What are default values in destructuring assignment

A variable can be assigned a default value when the value unpacked from the array or object is undefined during destructuring assignment. It helps to avoid setting default values separately for each assignment. Let's take an example for both arrays and object use cases,

### Arrays destructuring:

```
var x, y, z;

[x = 2, y = 4, z = 6] = [10];
console.log(x); // 10
console.log(y); // 4
console.log(z); // 6
```

### Objects destructuring:

```
var { x = 2, y = 4, z = 6 } = { x: 10 };

console.log(x); // 10
console.log(y); // 4
console.log(z); // 6
```

## 237. How do you swap variables in destructuring assignment

If you don't use destructuring assignment, swapping two values requires a temporary variable. Whereas using a destructuring feature, two variable values can be swapped in one destructuring expression. Let's swap two number variables in array destructuring assignment,

```
var x = 10,
    y = 20;

[x, y] = [y, x];
console.log(x); // 20
console.log(y); // 10
```

## 238. What are enhanced object literals

Object literals make it easy to quickly create objects with properties inside the curly braces. For example, it provides shorter syntax for common object property definition as below.

```
//ES6
var x = 10,
    y = 20;
obj = { x, y };
console.log(obj); // {x: 10, y:20}

//ES5
var x = 10,
    y = 20;
obj = { x: x, y: y };
console.log(obj); // {x: 10, y:20}
```

#### 239. What are dynamic imports

The dynamic imports using `import()` function syntax allows us to load modules on demand by using promises or the `async/await` syntax. Currently this feature is in [stage4 proposal](#). The main advantage of dynamic imports is reduction of our bundle's sizes, the size/payload response of our requests and overall improvements in the user experience. The syntax of dynamic imports would be as below,

```
import("./Module").then((Module) => Module.method());
```

#### 240. What is for...of statement

The `for...of` statement creates a loop iterating over iterable objects or elements such as built-in `String`, `Array`, `Array-like` objects (like arguments or `NodeList`), `TypedArray`, `Map`, `Set`, and user-defined iterables. The basic usage of `for...of` statement on arrays would be as below,

```
let arrayIterable = [10, 20, 30, 40, 50];

for (let value of arrayIterable) {
  value++;
  console.log(value); // 11 21 31 41 51
}
```

#### 241. What is the output of below spread operator array

```
[..."John Resig"];
```

The output of the array is `['J', 'o', 'h', 'n', ' ', 'R', 'e', 's', 'i', 'g']` **Explanation:** The string is an iterable type and the spread operator within an array maps every character of an iterable to one element. Hence, each character of a string becomes an element within an Array.

#### 242. What paradigm is Javascript

JavaScript is a multi-paradigm language, supporting imperative/procedural programming, Object-Oriented Programming and functional programming. JavaScript supports Object-Oriented Programming with prototypical inheritance.

#### 243. What is the difference between internal and external javascript

**Internal JavaScript:** It is the source code within the script tag. **External JavaScript:** The source code is stored in an external file(stored with `.js` extension) and referred with in the tag.

#### 244. Is JavaScript faster than server side script


Yes, JavaScript is faster than server side scripts. Because JavaScript is a client-side script it does not require any web server's help for its computation or calculation. So JavaScript is always faster than any server-side script like ASP, PHP, etc.

#### 245. How do you get the status of a checkbox

You can apply the `checked` property on the selected checkbox in the DOM. If the value is `true` it means the checkbox is checked, otherwise it is unchecked. For example, the below HTML checkbox element can be access using javascript as below:

```
<input type="checkbox" id="checkboxname" value="Agree" /> Agree the
conditions<br />

console.log(document.getElementById('checkboxname').checked); // true c
```



#### 246. What is ArrayBuffer

An ArrayBuffer object is used to represent a generic, fixed-length raw binary data buffer. You can create it as below,

```
let buffer = new ArrayBuffer(16); // create a buffer of length 16
alert(buffer.byteLength); // 16
```

To manipulate an ArrayBuffer, we need to use a “view” object.

```
//Create a DataView referring to the buffer
let view = new DataView(buffer);
```

#### 247. What is the output of below string expression

```
console.log("Welcome to JS world"[0]);
```

The output of the above expression is “W”. **Explanation:** The bracket notation with specific index on a string returns the character at a specific location. Hence, it returns the character “W” of the string. Since this is not supported in IE7 and below versions, you may need to use the .charAt() method to get the desired result.

#### 248. What is the purpose of Error object

The Error constructor creates an error object and the instances of error objects are thrown when runtime errors occur. The Error object can also be used as a base object for user-defined exceptions. The syntax of error object would be as below,

```
new Error([message[, fileName[, lineNumber]]])
```

You can throw user defined exceptions or errors using Error object in try...catch block as below,

```
try {
  if (withdraw > balance)
    throw new Error("Oops! You don't have enough balance");
} catch (e) {
  console.log(e.name + ": " + e.message);
}
```

#### 249. What is the purpose of EvalError object

The EvalError object indicates an error regarding the global eval() function. Even though this exception is not thrown by JavaScript anymore, the EvalError object remains for compatibility. The syntax of this expression would be as below,

```
new EvalError([message[, fileName[, lineNumber]]])
```

You can throw EvalError with in try...catch block as below,

```
try {
  throw new EvalError("Eval function error", "someFile.js", 100);
} catch (e) {
  console.log(e.message, e.name, e.fileName);
} // "Eval function error", "EvalError", "someFile.js"
```

#### 250. What are the list of cases error thrown from non-strict mode to strict mode

When you apply ‘use strict’; syntax, some of the below cases will throw a SyntaxError before executing the script

1. When you use Octal syntax

```
var n = 022;
```



1. Using with statement
2. When you use delete operator on a variable name
3. Using eval or arguments as variable or function argument name
4. When you use newly reserved keywords
5. When you declare a function in a block

```
if (someCondition) {
  function f() {}
}
```

Hence, the errors from above cases are helpful to avoid errors in development/production environments.

#### 251. Do all objects have prototypes

No. All objects have prototypes except for the base object which is created by the user, or an object that is created using the new keyword.

#### 252. What is the difference between a parameter and an argument

Parameter is the variable name of a function definition whereas an argument represents the value given to a function when it is invoked. Let's explain this with a simple function

```
function myFunction(parameter1, parameter2, parameter3) {
  console.log(arguments[0]); // "argument1"
  console.log(arguments[1]); // "argument2"
  console.log(arguments[2]); // "argument3"
}
myFunction("argument1", "argument2", "argument3");
```

#### 253. What is the purpose of some method in arrays

The some() method is used to test whether at least one element in the array passes the test implemented by the provided function. The method returns a boolean value. Let's take an example to test for any odd elements,

```
var array = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];

var odd = (element) => element % 2 !== 0;

console.log(array.some(odd)); // true (the odd element exists)
```

#### 254. How do you combine two or more arrays

The concat() method is used to join two or more arrays by returning a new array containing all the elements. The syntax would be as below,

```
array1.concat(array2, array3, ..., arrayX)
```

Let's take an example of array's concatenation with veggies and fruits arrays,

```
var veggies = ["Tomato", "Carrot", "Cabbage"];
var fruits = ["Apple", "Orange", "Pears"];
var veggiesAndFruits = veggies.concat(fruits);
console.log(veggiesAndFruits); // Tomato, Carrot, Cabbage, Apple, Orange
```

#### 255. What is the difference between Shallow and Deep copy

There are two ways to copy an object,

**Shallow Copy:** Shallow copy is a bitwise copy of an object. A new object is created that has an exact copy of the values in the original object. If any of the fields of the object are references to other objects, just the reference addresses are copied i.e., only

the memory address is copied.

### Example

```
var empDetails = {  
  name: "John",  
  age: 25,  
  expertise: "Software Developer",  
};
```

to create a duplicate

```
var empDetailsShallowCopy = empDetails; //Shallow copying!
```

if we change some property value in the duplicate one like this:

```
empDetailsShallowCopy.name = "Johnson";
```

The above statement will also change the name of empDetails, since we have a shallow copy. That means we're losing the original data as well.

**Deep copy:** A deep copy copies all fields, and makes copies of dynamically allocated memory pointed to by the fields. A deep copy occurs when an object is copied along with the objects to which it refers.

### Example

```
var empDetails = {  
  name: "John",  
  age: 25,  
  expertise: "Software Developer",  
};
```

Create a deep copy by using the properties from the original object into new variable

```
var empDetailsDeepCopy = {  
  name: empDetails.name,  
  age: empDetails.age,  
  expertise: empDetails.expertise,  
};
```

Now if you change empDetailsDeepCopy.name, it will only affect empDetailsDeepCopy & not empDetails

## 256. How do you create specific number of copies of a string

The repeat() method is used to construct and return a new string which contains the specified number of copies of the string on which it was called, concatenated together. Remember that this method has been added to the ECMAScript 2015 specification. Let's take an example of Hello string to repeat it 4 times,

```
"Hello".repeat(4); // 'HelloHelloHelloHello'
```

## 257. How do you return all matching strings against a regular expression

The matchAll() method can be used to return an iterator of all results matching a string against a regular expression. For example, the below example returns an array of matching string results against a regular expression,

```
let regexp = /Hello(\d?))/g;  
let greeting = "Hello1Hello2Hello3";  
  
let greetingList = [...greeting.matchAll(regexp)];  
  
console.log(greetingList[0]); //Hello1  
console.log(greetingList[1]); //Hello2  
console.log(greetingList[2]); //Hello3
```

## 258. How do you trim a string at the beginning or ending

The trim method of string prototype is used to trim on both sides of a string. But if you want to trim especially at the beginning or ending of the string then you can use trimStart/trimLeft and trimEnd/trimRight methods. Let's see an example of these methods on a greeting message,

```
var greeting = "    Hello, Goodmorning!    ";

console.log(greeting); // "    Hello, Goodmorning!    "
console.log(greeting.trimStart()); // "Hello, Goodmorning!    "
console.log(greeting.trimLeft()); // "Hello, Goodmorning!    "

console.log(greeting.trimEnd()); // "    Hello, Goodmorning!"
console.log(greeting.trimRight()); // "    Hello, Goodmorning!"
```

## 259. What is the output of below console statement with unary operator

Let's take console statement with unary operator as given below,

```
console.log(+ "Hello");
```

The output of the above console log statement returns NaN. Because the element is prefixed by the unary operator and the JavaScript interpreter will try to convert that element into a number type. Since the conversion fails, the value of the statement results in NaN value.

## 260. Does javascript uses mixins

Mixin is a generic object-oriented programming term - is a class containing methods that can be used by other classes without a need to inherit from it. In JavaScript we can only inherit from a single object. ie. There can be only one [[prototype]] for an object.

But sometimes we require to extend more than one, to overcome this we can use Mixin which helps to copy methods to the prototype of another class.

Say for instance, we've two classes User and CleanRoom. Suppose we need to add CleanRoom functionality to User, so that user can clean the room at demand. Here's where concept called mixins comes into picture.

```
// mixin
let cleanRoomMixin = {
  cleanRoom() {
    alert(`Hello ${this.name}, your room is clean now`);
  },
  sayBye() {
    alert(`Bye ${this.name}`);
  },
};

// usage:
class User {
  constructor(name) {
    this.name = name;
  }
}

// copy the methods
Object.assign(User.prototype, cleanRoomMixin);

// now User can clean the room
new User("Dude").cleanRoom(); // Hello Dude, your room is clean now!
```

## 261. What is a thunk function

A thunk is just a function which delays the evaluation of the value. It doesn't take any

arguments but gives the value whenever you invoke the thunk. i.e, It is used not to execute now but it will be sometime in the future. Let's take a synchronous example,

```
const add = (x, y) => x + y;

const thunk = () => add(2, 3);

thunk(); // 5
```

## 262. What are asynchronous thunks

The asynchronous thunks are useful to make network requests. Let's see an example of network requests,

```
function fetchData(fn) {
  fetch("https://jsonplaceholder.typicode.com/todos/1")
    .then((response) => response.json())
    .then((json) => fn(json));
}

const asyncThunk = function () {
  return fetchData(getData(data) {
    console.log(data);
  });
};

asyncThunk();
```

The `getData` function won't be called immediately but it will be invoked only when the data is available from API endpoint. The `setTimeout` function is also used to make our code asynchronous. The best real time example is `redux` state management library which uses the asynchronous thunks to delay the actions to dispatch.

## 263. What is the output of below function calls

**Code snippet:**

```
const circle = {
  radius: 20,
  diameter() {
    return this.radius * 2;
  },
  perimeter: () => 2 * Math.PI * this.radius,
};

console.log(circle.diameter());
console.log(circle.perimeter());
```

**Output:**

The output is 40 and NaN. Remember that `diameter` is a regular function, whereas the value of `perimeter` is an arrow function. The `this` keyword of a regular function(i.e, `diameter`) refers to the surrounding scope which is a class(i.e, `Shape` object). Whereas `this` keyword of `perimeter` function refers to the surrounding scope which is a window object. Since there is no `radius` property on window objects it returns an undefined value and the multiple of number value returns NaN value.

## 264. How to remove all line breaks from a string

The easiest approach is using regular expressions to detect and replace newlines in the string. In this case, we use `replace` function along with string to replace with, which in our case is an empty string.

```
function remove_linebreaks( var message ) {
  return message.replace( /\r\n/g, "" );
}
```

In the above expression, g and m are for global and multiline flags.

#### 265. What is the difference between reflow and repaint

A *repaint* occurs when changes are made which affect the visibility of an element, but not its layout. Examples of this include outline, visibility, or background color. A *reflow* involves changes that affect the layout of a portion of the page (or the whole page). Resizing the browser window, changing the font, content changing (such as user typing text), using JavaScript methods involving computed styles, adding or removing elements from the DOM, and changing an element's classes are a few of the things that can trigger reflow. Reflow of an element causes the subsequent reflow of all child and ancestor elements as well as any elements following it in the DOM.

#### 266. What happens with negating an array

Negating an array with ! character will coerce the array into a boolean. Since Arrays are considered to be truthy So negating it will return false.

```
console.log(![]); // false
```

#### 267. What happens if we add two arrays

If you add two arrays together, it will convert them both to strings and concatenate them. For example, the result of adding arrays would be as below,

```
console.log(["a"] + ["b"]); // "ab"
console.log([] + []); // ""
console.log(![] + []); // "false", because ![] returns false.
```

#### 268. What is the output of prepend additive operator on falsy values

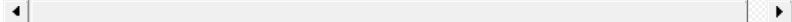
If you prepend the additive(+) operator on falsy values(null, undefined, NaN, false, ""), the falsy value converts to a number value zero. Let's display them on browser console as below,

```
console.log(+null); // 0
console.log(+undefined); // NaN
console.log(+false); // 0
console.log(+NaN); // NaN
console.log(+""); // 0
```

#### 269. How do you remove falsy values from an array

You can apply the filter method on the array by passing Boolean as a parameter. This way it removes all falsy values(0, undefined, null, false and "") from the array.

```
const myArray = [false, null, 1, 5, undefined];
myArray.filter(Boolean); // [1, 5] // is same as myArray.filter(x => x)
```



#### 270. How do you get unique values of an array

You can get unique values of an array with the combination of Set and rest expression/spread(...) syntax.

```
console.log([...new Set([1, 2, 4, 4, 3])]); // [1, 2, 4, 3]
```

#### 271. What is destructuring aliases

Sometimes you would like to have a destructured variable with a different name than the property name. In that case, you'll use a : newName to specify a name for the variable. This process is called destructuring aliases.

```
const obj = { x: 1 };
// Grabs obj.x as as { otherName }
const { x: otherName } = obj;
```

## 272. How do you map the array values without using map method

You can map the array values without using the map method by just using the from method of Array. Let's map city names from Countries array,

```
const countries = [
  { name: "India", capital: "Delhi" },
  { name: "US", capital: "Washington" },
  { name: "Russia", capital: "Moscow" },
  { name: "Singapore", capital: "Singapore" },
  { name: "China", capital: "Beijing" },
  { name: "France", capital: "Paris" },
];

const cityNames = Array.from(countries, ({ capital }) => capital);
console.log(cityNames); // ['Delhi', 'Washington', 'Moscow', 'Singapore']
```

## 273. How do you empty an array

You can empty an array quickly by setting the array length to zero.

```
let cities = ["Singapore", "Delhi", "London"];
cities.length = 0; // cities becomes []
```

## 274. How do you rounding numbers to certain decimals

You can round numbers to a certain number of decimals using toFixed method from native javascript.

```
let pie = 3.141592653;
pie = pie.toFixed(3); // 3.142
```

## 275. What is the easiest way to convert an array to an object

You can convert an array to an object with the same data using spread(...) operator.

```
var fruits = ["banana", "apple", "orange", "watermelon"];
var fruitsObject = { ...fruits };
console.log(fruitsObject); // {0: "banana", 1: "apple", 2: "orange", 3: "watermelon"}
```

## 276. How do you create an array with some data

You can create an array with some data or an array with the same values using fill method.

```
var newArray = new Array(5).fill("0");
console.log(newArray); // ["0", "0", "0", "0", "0"]
```

## 277. Is it possible to add CSS to console messages

Yes, you can apply CSS styles to console messages similar to html text on the web page.

```
console.log(
  "%c The text has blue color, with large font and red background",
  "color: blue; font-size: x-large; background: red"
);
```

The text will be displayed as below,

**Note:** All CSS styles can be applied to console messages.

#### 278. What is the purpose of dir method of console object

The `console.dir()` is used to display an interactive list of the properties of the specified JavaScript object as JSON.

```
const user = { name: "John", id: 1, city: "Delhi" };
console.dir(user);
```

The user object displayed in JSON representation 

#### 279. Is it possible to debug HTML elements in console

Yes, it is possible to get and debug HTML elements in the console just like inspecting elements.

```
const element = document.getElementsByTagName("body")[0];
console.log(element);
```

It prints the HTML element in the console,



Screenshot

#### 280. How do you display data in a tabular format using console object

The `console.table()` is used to display data in the console in a tabular format to visualize complex arrays or objects.

```
const users = [
  { name: "John", id: 1, city: "Delhi" },
  { name: "Max", id: 2, city: "London" },
  { name: "Rod", id: 3, city: "Paris" },
];
console.table(users);
```

The data visualized in a table format,



**Not:** Remember that `console.table()` is not supported in IE.

#### 281. How do you verify that an argument is a Number or not

The combination of `isNaN` and `isFinite` methods are used to confirm whether an argument is a number or not.

```
function isNumber(n) {
  return !isNaN(parseFloat(n)) && isFinite(n);
}
```

#### 282. How do you create copy to clipboard button

You need to select the content(using `.select()` method) of the input element and execute the copy command with `execCommand` (i.e, `execCommand('copy')`). You can also execute other system commands like cut and paste.

```
document.querySelector("#copy-button").onclick = function () {
  // Select the content
  document.querySelector("#copy-input").select();
  // Copy to the clipboard
  document.execCommand("copy");
};
```

#### 283. What is the shortcut to get timestamp

You can use `Date().getTime()` to get the current timestamp. There is an alternative shortcut to get the value.

```
console.log(+new Date());
console.log(Date.now());
```

## 284. How do you flattening multi dimensional arrays

Flattening bi-dimensional arrays is trivial with Spread operator.

```
const biDimensionalArr = [11, [22, 33], [44, 55], [66, 77], 88, 99];
const flattenArr = [].concat(...biDimensionalArr); // [11, 22, 33, 44,
```

But you can make it work with multi-dimensional arrays by recursive calls,

```
function flattenMultiArray(arr) {
  const flattened = [].concat(...arr);
  return flattened.some((item) => Array.isArray(item))
    ? flattenMultiArray(flattened)
    : flattened;
}
const multiDimensionalArr = [
  11,
  [22, 33],
  [44, [55, 66, [77, [88]], 99]],
];
const flatArr = flattenMultiArray(multiDimensionalArr); // [11, 22, 33,
```

Also you can use the `flat` method of Array.

```
const arr = [1, [2, 3], 4, 5, [6, 7]];
const flattenArr = arr.flat(); // [1, 2, 3, 4, 5, 6, 7]

// And for multiDimensional arrays
const multiDimensionalArr = [
  11,
  [22, 33],
  [44, [55, 66, [77, [88]], 99]],
];
const oneStepFlat = multiDimensionalArr.flat(1); // [11, 22, 33, 44, [5
const towStep = multiDimensionalArr.flat(2); // [11, 22, 33, 44, 55, 66
const fullyFlatArray = multiDimensionalArr.flat(Infinity); // [11, 22,
```

## 285. What is the easiest multi condition checking

You can use `indexOf` to compare input with multiple values instead of checking each value as one condition.

```
// Verbose approach
if (
  input === "first" ||
  input === 1 ||
  input === "second" ||
  input === 2
) {
  someFunction();
}
// Shortcut
if (["first", 1, "second", 2].indexOf(input) !== -1) {
  someFunction();
}
```

## 286. How do you disable right click in the web page



The right click on the page can be disabled by returning false from the oncontextmenu attribute on the body element.

```
<body oncontextmenu="return false;"></body>
```

## 287. What are wrapper objects

Primitive Values like string,number and boolean don't have properties and methods but they are temporarily converted or coerced to an object(Wrapper object) when you try to perform actions on them. For example, if you apply toUpperCase() method on a primitive string value, it does not throw an error but returns uppercase of the string.

```
let name = "john";

console.log(name.toUpperCase()); // Behind the scenes treated as console.log('john'.toUpperCase());
```

i.e, Every primitive except null and undefined have Wrapper Objects and the list of wrapper objects are String,Number,Boolean,Symbol and BigInt.

## 288. What are the different ways to deal with Asynchronous Code

Below are the list of different ways to deal with Asynchronous code.

1. Callbacks
2. Promises
3. Async/await
4. Third-party libraries such as async.js,bluebird etc

## 289. What is minimum timeout throttling

Both browser and NodeJS javascript environments throttles with a minimum delay that is greater than 0ms. That means even though setting a delay of 0ms will not happen instantaneously. **Browsers:** They have a minimum delay of 4ms. This throttle occurs when successive calls are triggered due to callback nesting(certain depth) or after a certain number of successive intervals. Note: The older browsers have a minimum delay of 10ms. **Nodejs:** They have a minimum delay of 1ms. This throttle happens when the delay is larger than 2147483647 or less than 1. The best example to explain this timeout throttling behavior is the order of below code snippet.

```
function runMeFirst() {
  console.log("My script is initialized");
}
setTimeout(runMeFirst, 0);
console.log("Script loaded");
```

and the output would be in

```
Script loaded
My script is initialized
```

If you don't use setTimeout, the order of logs will be sequential.

```
function runMeFirst() {
  console.log("My script is initialized");
}
runMeFirst();
console.log("Script loaded");
```

and the output is,

```
My script is initialized
Script loaded
```

## 290. How do you implement zero timeout in modern browsers

You can't use `setTimeout(fn, 0)` to execute the code immediately due to minimum delay of greater than 0ms. But you can use `window.postMessage()` to achieve this behavior.

#### 291. What are tasks in event loop

A task is any javascript code/program which is scheduled to be run by the standard mechanisms such as initially starting to run a program, run an event callback, or an interval or timeout being fired. All these tasks are scheduled on a task queue. Below are the list of use cases to add tasks to the task queue,

1. When a new javascript program is executed directly from console or running by the `<script>` element, the task will be added to the task queue.
2. When an event fires, the event callback added to task queue
3. When a `setTimeout` or `setInterval` is reached, the corresponding callback added to task queue

#### 292. What is microtask

Microtask is used for the javascript code which needs to be executed immediately after the currently executing task/microtask is completed. They are kind of blocking in nature. i.e, The main thread will be blocked until the microtask queue is empty. The main sources of microtasks are `Promise.resolve`, `Promise.reject`, `MutationObservers`, `IntersectionObservers` etc

**Note:** All of these microtasks are processed in the same turn of the event loop.

#### 293. What are different event loops

In JavaScript, there are multiple event loops that can be used depending on the context of your application. The most common event loops are:

1. The Browser Event Loop
2. The Node.js Event Loop

- Browser Event Loop: The Browser Event Loop is used in client-side JavaScript applications and is responsible for handling events that occur within the browser environment, such as user interactions (clicks, keypresses, etc.), HTTP requests, and other asynchronous actions.

- The Node.js Event Loop is used in server-side JavaScript applications and is responsible for handling events that occur within the Node.js runtime environment, such as file I/O, network I/O, and other asynchronous actions.

#### 390. What is the purpose of queueMicrotask

The `queueMicrotask` function is used to schedule a microtask, which is a function that will be executed asynchronously in the microtask queue. The purpose of `queueMicrotask` is to ensure that a function is executed after the current task has finished, but before the browser performs any rendering or handles user events.

Example:

```
console.log("Start"); //1

queueMicrotask(() => {
  console.log("Inside microtask"); // 3
});

console.log("End"); //2
```

By using `queueMicrotask`, you can ensure that certain tasks or callbacks are executed at the earliest opportunity during the JavaScript event loop, making it useful for performing work that needs to be done asynchronously but with higher priority than regular `setTimeout` or `setInterval` callbacks.

### 391. What is heap

Heap(Or memory heap) is the memory location where objects are stored when we define variables. i.e, This is the place where all the memory allocations and de-allocation take place. Both heap and call-stack are two containers of JS runtime. Whenever runtime comes across variables and function declarations in the code it stores them in the Heap.



Screenshot

### 392. What is an event table

Event Table is a data structure that stores and keeps track of all the events which will be executed asynchronously like after some time interval or after the resolution of some API requests. i.e Whenever you call a setTimeout function or invoke async operation, it is added to the Event Table. It doesn't not execute functions on it's own. The main purpose of the event table is to keep track of events and send them to the Event Queue as shown in the below diagram.



Screenshot

### 393. What is a microTask queue

Microtask Queue is the new queue where all the tasks initiated by promise objects get processed before the callback queue. The microtasks queue are processed before the next rendering and painting jobs. But if these microtasks are running for a long time then it leads to visual degradation.

### 394. How do you detect primitive or non primitive value type

In JavaScript, primitive types include boolean, string, number, BigInt, null, Symbol and undefined. Whereas non-primitive types include the Objects. But you can easily identify them with the below function,

```
var myPrimitive = 30;
var myNonPrimitive = {};
function isPrimitive(val) {
  return Object(val) !== val;
}
```

```
isPrimitive(myPrimitive);
isPrimitive(myNonPrimitive);
```

If the value is a primitive data type, the Object constructor creates a new wrapper object for the value. But If the value is a non-primitive data type (an object), the Object constructor will give the same object.

### 395. What is babel

Babel is a JavaScript transpiler to convert ECMAScript 2015+ code into a backwards compatible version of JavaScript in current and older browsers or environments. Some of the main features are listed below,

1. Transform syntax
2. Polyfill features that are missing in your target environment (using @babel/polyfill)
3. Source code transformations (or codemods)

### 396. Is Node.js completely single threaded

Node is a single thread, but some of the functions included in the Node.js standard library(e.g, fs module functions) are not single threaded. i.e, Their logic runs outside of

the Node.js single thread to improve the speed and performance of a program.

### 397. What are the common use cases of observables

Some of the most common use cases of observables are web sockets with push notifications, user input changes, repeating intervals, etc

### 398. What is the difference between Function constructor and function declaration

The functions which are created with `Function` constructor do not create closures to their creation contexts but they are always created in the global scope. i.e, the function can access its own local variables and global scope variables only. Whereas function declarations can access outer function variables(closures) too.

Let's see this difference with an example,

#### Function Constructor:

```
var a = 100;
function createFunction() {
  var a = 200;
  return new Function("return a;");
}
console.log(createFunction()); // 100
```

#### Function declaration:

```
var a = 100;
function createFunction() {
  var a = 200;
  return function func() {
    return a;
  };
}
console.log(createFunction()); // 200
```

### 399. What is a Short circuit condition

Short circuit conditions are meant for condensed way of writing simple if statements. Let's demonstrate the scenario using an example. If you would like to login to a portal with an authentication condition, the expression would be as below,

```
if (authenticate) {
  loginToPorta();
}
```

Since the javascript logical operators evaluated from left to right, the above expression can be simplified using `&&` logical operator

```
authenticate && loginToPorta();
```

### 400. What is the easiest way to resize an array

The length property of an array is useful to resize or empty an array quickly. Let's apply length property on number array to resize the number of elements from 5 to 2,

```
var array = [1, 2, 3, 4, 5];
console.log(array.length); // 5

array.length = 2;
console.log(array.length); // 2
console.log(array); // [1,2]
```

and the array can be emptied too

```
var array = [1, 2, 3, 4, 5];
array.length = 0;
console.log(array.length); // 0
console.log(array); // []
```

#### 401. What is the difference between function and class declarations

The main difference between function declarations and class declarations is hoisting. The function declarations are hoisted but not class declarations.

##### Classes:

```
const user = new User(); // ReferenceError

class User {}
```

##### Constructor Function:

```
const user = new User(); // No error

function User() {}
```

#### 402. What is an async function

An async function is a function declared with the `async` keyword which enables asynchronous, promise-based behavior to be written in a cleaner style by avoiding promise chains. These functions can contain zero or more `await` expressions.

Let's take a below async function example,

```
async function logger() {
  let data = await fetch("http://someapi.com/users"); // pause until fe
  console.log(data);
}
logger();
```



It is basically syntax sugar over ES2015 promises and generators.

#### 403. How do you prevent promises swallowing errors

While using asynchronous code, JavaScript's ES6 promises can make your life a lot easier without having callback pyramids and error handling on every second line. But Promises have some pitfalls and the biggest one is swallowing errors by default.

Let's say you expect to print an error to the console for all the below cases,

```
Promise.resolve("promised value").then(function () {
  throw new Error("error");
});

Promise.reject("error value").catch(function () {
  throw new Error("error");
});

new Promise(function (resolve, reject) {
  throw new Error("error");
});
```

But there are many modern JavaScript environments that won't print any errors. You can fix this problem in different ways,

1. **Add catch block at the end of each chain:** You can add catch block to the end of each of your promise chains

```

Promise.resolve("promised value")
  .then(function () {
    throw new Error("error");
  })
  .catch(function (error) {
    console.error(error.stack);
  });

```

But it is quite difficult to type for each promise chain and verbose too.

2. **Add done method:** You can replace first solution's then and catch blocks with done method

```

Promise.resolve("promised value").done(function () {
  throw new Error("error");
});

```

Let's say you want to fetch data using HTTP and later perform processing on the resulting data asynchronously. You can write done block as below,

```

getDataFromHttp()
  .then(function (result) {
    return processDataAsync(result);
  })
  .done(function (processed) {
    displayData(processed);
  });

```

In future, if the processing library API changed to synchronous then you can remove done block as below,

```

getDataFromHttp().then(function (result) {
  return displayData(processDataAsync(result));
});

```

and then you forgot to add done block to then block leads to silent errors.

3. **Extend ES6 Promises by Bluebird:** Bluebird extends the ES6 Promises API to avoid the issue in the second solution. This library has a "default" onRejection handler which will print all errors from rejected Promises to stderr. After installation, you can process unhandled rejections

```

Promise.onPossiblyUnhandledRejection(function (error) {
  throw error;
});

```

and discard a rejection, just handle it with an empty catch

```

Promise.reject("error value").catch(function () {});

```

#### 404. How do you make an object iterable in javascript

By default, plain objects are not iterable. But you can make the object iterable by defining a `Symbol.iterator` property on it.

Let's demonstrate this with an example,

```

const collection = {
  one: 1,
  two: 2,
  three: 3,
  [Symbol.iterator]() {
    const values = Object.keys(this);
    let i = 0;
    return {
      next: () => {
        return {
          value: this[values[i++]],
          done: i > values.length,
        };
      },
    };
  },
};

const iterator = collection[Symbol.iterator]();

console.log(iterator.next()); // → {value: 1, done: false}
console.log(iterator.next()); // → {value: 2, done: false}
console.log(iterator.next()); // → {value: 3, done: false}
console.log(iterator.next()); // → {value: undefined, done: true}

```

The above process can be simplified using a generator function,

```

const collection = {
  one: 1,
  two: 2,
  three: 3,
  [Symbol.iterator]: function* () {
    for (let key in this) {
      yield this[key];
    }
  },
};

const iterator = collection[Symbol.iterator]();
console.log(iterator.next()); // {value: 1, done: false}
console.log(iterator.next()); // {value: 2, done: false}
console.log(iterator.next()); // {value: 3, done: false}
console.log(iterator.next()); // {value: undefined, done: true}

```

#### 405. How do you check an object is a promise or not

If you don't know if a value is a promise or not, wrapping the value as `Promise.resolve(value)` which returns a promise

```

function isPromise(object) {
  if (Promise && Promise.resolve) {
    return Promise.resolve(object) == object;
  } else {
    throw "Promise not supported in your environment";
  }
}

var i = 1;
var promise = new Promise(function (resolve, reject) {
  resolve();
});

console.log(isPromise(i)); // false
console.log(isPromise(promise)); // true

```

Another way is to check for `.then()` handler type

```
function isPromise(value) {
  return Boolean(value && typeof value.then === "function");
}
var i = 1;
var promise = new Promise(function (resolve, reject) {
  resolve();
});

console.log(isPromise(i)); // false
console.log(isPromise(promise)); // true
```

#### 406. How to detect if a function is called as constructor

You can use `new.target` pseudo-property to detect whether a function was called as a constructor(using the new operator) or as a regular function call.

1. If a constructor or function invoked using the new operator, `new.target` returns a reference to the constructor or function.
2. For function calls, `new.target` is undefined.

```
function Myfunc() {
  if (new.target) {
    console.log("called with new");
  } else {
    console.log("not called with new");
  }
}

new Myfunc(); // called with new
Myfunc(); // not called with new
Myfunc.call({}); // not called with new
```

#### 407. What are the differences between arguments object and rest parameter

There are three main differences between arguments object and rest parameters

1. The arguments object is an array-like but not an array. Whereas the rest parameters are array instances.
2. The arguments object does not support methods such as `sort`, `map`, `forEach`, or `pop`. Whereas these methods can be used in rest parameters.
3. The rest parameters are only the ones that haven't been given a separate name, while the arguments object contains all arguments passed to the function

#### 408. What are the differences between spread operator and rest parameter

Rest parameter collects all remaining elements into an array. Whereas Spread operator allows iterables( arrays / objects / strings ) to be expanded into single arguments/elements. i.e, Rest parameter is opposite to the spread operator.

#### 409. What are the different kinds of generators

There are five kinds of generators,

1. **Generator function declaration:**

```
function* myGenFunc() {
  yield 1;
  yield 2;
  yield 3;
}
const genObj = myGenFunc();
```

2. **Generator function expressions:**



```
const myGenFunc = function* () {
  yield 1;
  yield 2;
  yield 3;
};
const genObj = myGenFunc();
```

### 3. Generator method definitions in object literals:

```
const myObj = {
  *myGeneratorMethod() {
    yield 1;
    yield 2;
    yield 3;
  },
};
const genObj = myObj.myGeneratorMethod();
```

### 4. Generator method definitions in class:

```
class MyClass {
  *myGeneratorMethod() {
    yield 1;
    yield 2;
    yield 3;
  }
}
const myObject = new MyClass();
const genObj = myObject.myGeneratorMethod();
```

### 5. Generator as a computed property:

```
const SomeObj = {
  *[Symbol.iterator]() {
    yield 1;
    yield 2;
    yield 3;
  },
};

console.log(Array.from(SomeObj)); // [ 1, 2, 3 ]
```

## 410. What are the built-in iterables

Below are the list of built-in iterables in javascript,

1. Arrays and TypedArrays
2. Strings: Iterate over each character or Unicode code-points
3. Maps: iterate over its key-value pairs
4. Sets: iterates over their elements
5. arguments: An array-like special variable in functions
6. DOM collection such as NodeList

## 411. What are the differences between for...of and for...in statements

Both for...in and for...of statements iterate over js data structures. The only difference is over what they iterate:

1. for..in iterates over all enumerable property keys of an object
2. for..of iterates over the values of an iterable object.

Let's explain this difference with an example,

```

let arr = ["a", "b", "c"];

arr.newProp = "newVlue";

// key are the property keys
for (let key in arr) {
  console.log(key); // 0, 1, 2 & newVlue
}

// value are the property values
for (let value of arr) {
  console.log(value); // a, b, c
}

```

Since for..in loop iterates over the keys of the object, the first loop logs 0, 1, 2 and newProp while iterating over the array object. The for..of loop iterates over the values of a arr data structure and logs a, b, c in the console.

#### 412. How do you define instance and non-instance properties

The Instance properties must be defined inside of class methods. For example, name and age properties defined inside constructor as below,

```

class Person {
  constructor(name, age) {
    this.name = name;
    this.age = age;
  }
}

```

But Static(class) and prototype data properties must be defined outside of the ClassBody declaration. Let's assign the age value for Person class as below,

```

Person.staticAge = 30;
Person.prototype.prototypeAge = 40;

```

#### 413. What is the difference between isNaN and Number.isNaN?

1. **isNaN**: The global function isNaN converts the argument to a Number and returns true if the resulting value is NaN.
2. **Number.isNaN**: This method does not convert the argument. But it returns true when the type is a Number and value is NaN.

Let's see the difference with an example,

```

isNaN('hello'); // true
Number.isNaN('hello'); // false

```

#### 414. How to invoke an IIFE without any extra brackets?

Immediately Invoked Function Expressions(IIFE) requires a pair of parenthesis to wrap the function which contains set of statements.

```

(function (dt) {
  console.log(dt.toLocaleTimeString());
})(new Date());

```

Since both IIFE and void operator discard the result of an expression, you can avoid the extra brackets using void operator for IIFE as below,

```

void (function (dt) {
  console.log(dt.toLocaleTimeString());
})(new Date());

```

#### 415. Is that possible to use expressions in switch cases?

You might have seen expressions used in switch condition but it is also possible to use for switch cases by assigning true value for the switch condition. Let's see the weather condition based on temperature as an example,

```
const weather = (function getWeather(temp) {
  switch (true) {
    case temp < 0:
      return "freezing";
    case temp < 10:
      return "cold";
    case temp < 24:
      return "cool";
    default:
      return "unknown";
  }
})(10);
```

#### 416. What is the easiest way to ignore promise errors?

The easiest and safest way to ignore promise errors is void that error. This approach is ESLint friendly too.

```
await promise.catch((e) => void e);
```

#### 417. How do style the console output using CSS?

You can add CSS styling to the console output using the CSS format content specifier %c. The console string message can be appended after the specifier and CSS style in another argument. Let's print the red the color text using console.log and CSS specifier as below,

```
console.log("%cThis is a red text", "color:red");
```

It is also possible to add more styles for the content. For example, the font-size can be modified for the above text

```
console.log(
  "%cThis is a red text with bigger font",
  "color:red; font-size:20px"
);
```

#### 418. What is nullish coalescing operator (??)?

It is a logical operator that returns its right-hand side operand when its left-hand side operand is null or undefined, and otherwise returns its left-hand side operand. This can be contrasted with the logical OR (||) operator, which returns the right-hand side operand if the left operand is any falsy value, not only null or undefined.

```
console.log(null ?? true); // true
console.log(false ?? true); // false
console.log(undefined ?? true); // true
```

#### 419. How do you group and nest console output?

The console.group() can be used to group related log messages to be able to easily read the logs and use console.groupEnd() to close the group. Along with this, you can also nest groups which allows to output message in hierarchical manner.

For example, if you're logging a user's details:

```

console.group("User Details");
console.log("name: Sudheer Jonna");
console.log("job: Software Developer");

// Nested Group
console.group("Address");
console.log("Street: Commonwealth");
console.log("City: Los Angeles");
console.log("State: California");

// Close nested group
console.groupEnd();

// Close outer group
console.groupEnd();

```

You can also use `console.groupCollapsed()` instead of `console.group()` if you want the groups to be collapsed by default.

#### 420. What is the difference between dense and sparse arrays?

An array contains items at each index starting from first(0) to last(array.length - 1) is called as Dense array. Whereas if at least one item is missing at any index, the array is called as sparse.

Let's see the below two kind of arrays,

```

const avengers = ["Ironman", "Hulk", "CaptainAmerica"];
console.log(avengers[0]); // 'Ironman'
console.log(avengers[1]); // 'Hulk'
console.log(avengers[2]); // 'CaptainAmerica'
console.log(avengers.length); // 3

const justiceLeague = ["Superman", "Aquaman", , "Batman"];
console.log(justiceLeague[0]); // 'Superman'
console.log(justiceLeague[1]); // 'Aquaman'
console.log(justiceLeague[2]); // undefined
console.log(justiceLeague[3]); // 'Batman'
console.log(justiceLeague.length); // 4

```

#### 421. What are the different ways to create sparse arrays?

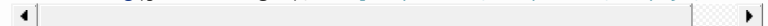
There are 4 different ways to create sparse arrays in JavaScript

1. **Array literal:** Omit a value when using the array literal

```

const justiceLeague = ["Superman", "Aquaman", , "Batman"];
console.log(justiceLeague); // ['Superman', 'Aquaman', empty, 'Batman']

```



2. **Array() constructor:** Invoking `Array(length)` or `new Array(length)`

```

const array = Array(3);
console.log(array); // [empty, empty, empty]

```

3. **Delete operator:** Using `delete array[index]` operator on the array

```

const justiceLeague = ["Superman", "Aquaman", "Batman"];
delete justiceLeague[1];
console.log(justiceLeague); // ['Superman', empty, 'Batman']


```

4. **Increase length property:** Increasing length property of an array

```

const justiceLeague = ["Superman", "Aquaman", "Batman"];
justiceLeague.length = 5;
console.log(justiceLeague); // ['Superman', 'Aquaman', 'Batman', empty, empty]

```



422. **What is the difference between setTimeout, setImmediate and process.nextTick?**

1. **Set Timeout:** setTimeout() is to schedule execution of a one-time callback after delay milliseconds.
2. **Set Immediate:** The setImmediate function is used to execute a function right after the current event loop finishes.
3. **Process NextTick:** If process.nextTick() is called in a given phase, all the callbacks passed to process.nextTick() will be resolved before the event loop continues. This will block the event loop and create I/O Starvation if process.nextTick() is called recursively.

423. **How do you reverse an array without modifying original array?**

The reverse() method reverses the order of the elements in an array but it mutates the original array. Let's take a simple example to demonstrate this case,

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = originalArray.reverse();

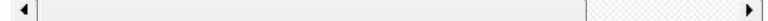
console.log(newArray); // [ 5, 4, 3, 2, 1]
console.log(originalArray); // [ 5, 4, 3, 2, 1]
```

There are few solutions that won't mutate the original array. Let's take a look.

1. **Using slice and reverse methods:** In this case, just invoke the slice() method on the array to create a shallow copy followed by reverse() method call on the copy.

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = originalArray.slice().reverse(); //Slice an array !

console.log(originalArray); // [1, 2, 3, 4, 5]
console.log(newArray); // [ 5, 4, 3, 2, 1]
```



2. **Using spread and reverse methods:** In this case, let's use the spread syntax (...) to create a copy of the array followed by reverse() method call on the copy.

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = [...originalArray].reverse();

console.log(originalArray); // [1, 2, 3, 4, 5]
console.log(newArray); // [ 5, 4, 3, 2, 1]
```

3. **Using reduce and spread methods:** Here execute a reducer function on an array elements and append the accumulated array on right side using spread syntax

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = originalArray.reduce((accumulator, value) => {
  return [value, ...accumulator];
}, []);

console.log(originalArray); // [1, 2, 3, 4, 5]
console.log(newArray); // [ 5, 4, 3, 2, 1]
```

4. **Using reduceRight and spread methods:** Here execute a right reducer function(i.e. opposite direction of reduce method) on an array elements and append the accumulated array on left side using spread syntax

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = originalArray.reduceRight((accumulator, value) =>
  return [...accumulator, value];
}, []);

console.log(originalArray); // [1, 2, 3, 4, 5]
console.log(newArray); // [ 5, 4, 3, 2, 1]
```

5. **Using reduceRight and push methods:** Here execute a right reducer function(i.e. opposite direction of reduce method) on an array elements and push the iterated value to the accumulator

```
const originalArray = [1, 2, 3, 4, 5];
const newArray = originalArray.reduceRight((accumulator, value) =>
  accumulator.push(value);
  return accumulator;
}, []);

console.log(originalArray); // [1, 2, 3, 4, 5]
console.log(newArray); // [ 5, 4, 3, 2, 1]
```

#### 424. What is global execution context?

The global execution context is the default or first execution context that is created by the JavaScript engine before any code is executed(i.e, when the file first loads in the browser). All the global code that is not inside a function or object will be executed inside this global execution context. Since JS engine is single threaded there will be only one global environment and there will be only one global execution context.

For example, the below code other than code inside any function or object is executed inside the global execution context.

```
var x = 10;

function A() {
  console.log("Start function A");

  function B() {
    console.log("In function B");
  }

  B();
}

A();

console.log("GlobalContext");
```

#### 425. What is function execution context?

Whenever a function is invoked, the JavaScript engine creates a different type of Execution Context known as a Function Execution Context (FEC) within the Global Execution Context (GEC) to evaluate and execute the code within that function.

#### 426. What is debouncing?

Debouncing is a programming pattern that allows delaying execution of some piece of code until a specified time to avoid unnecessary *CPU cycles, API calls and improve performance*. The debounce function make sure that your code is only triggered once per user input. The common usecases are Search box suggestions, text-field auto-saves, and eliminating double-button clicks.

Let's say you want to show suggestions for a search query, but only after a visitor has finished typing it. So here you write a debounce function where the user keeps writing

the characters with in 500ms then previous timer cleared out using `clearTimeout` and reschedule API call/DB query for a new time—300 ms in the future.

```
function debounce(func, timeout = 500) {
  let timer;
  return (...args) => {
    clearTimeout(timer);
    timer = setTimeout(() => {
      func.apply(this, args);
    }, timeout);
  };
}

function fetchResults() {
  console.log("Fetching input suggestions");
}

const processChange = debounce(() => fetchResults());
```

The *debounce()* function can be used on input, button and window events

#### Input:

```
<input type="text" onkeyup="processChange()" />
```

#### Button:

```
<button onclick="processChange()">Click me</button>
```

#### Windows event:

```
window.addEventListener("scroll", processChange);
```

### 427. What is throttling?

Throttling is a technique used to limit the execution of an event handler function, even when this event triggers continuously due to user actions. The common use cases are browser resizing, window scrolling etc.

The below example creates a throttle function to reduce the number of events for each pixel change and trigger scroll event for each 100ms except for the first event.

```
const throttle = (func, limit) => {
  let inThrottle;
  return (...args) => {
    if (!inThrottle) {
      func.apply(this, args);
      inThrottle = true;
      setTimeout(() => (inThrottle = false), limit);
    }
  };
};

window.addEventListener("scroll", () => {
  throttle(handleScrollAnimation, 100);
});
```

### 428. What is optional chaining?

According to MDN official docs, the optional chaining operator (`?.`) permits reading the value of a property located deep within a chain of connected objects without having to expressly validate that each reference in the chain is valid.

The `?.` operator is like the `.` chaining operator, except that instead of causing an error if a reference is nullish (null or undefined), the expression short-circuits with a return value of undefined. When used with function calls, it returns undefined if the given function does not exist.

```
const adventurer = {
  name: "Alice",
  cat: {
    name: "Dinah",
  },
};

const dogName = adventurer.dog?.name;
console.log(dogName);
// expected output: undefined

console.log(adventurer.someNonExistentMethod?.());
// expected output: undefined
```

#### 429. How to verify if a variable is an array?

It is possible to check if a variable is an array instance using 3 different ways,

##### 1. Array.isArray() method:

The `Array.isArray(value)` utility function is used to determine whether value is an array or not. This function returns a true boolean value if the variable is an array and a false value if it is not.

```
const numbers = [1, 2, 3];
const user = { name: "John" };
Array.isArray(numbers); // true
Array.isArray(user); // false
```

##### 2. instanceof operator:

The `instanceof` operator is used to check the type of an array at run time. It returns true if the type of a variable is an Array other false for other type.

```
const numbers = [1, 2, 3];
const user = { name: "John" };
console.log(numbers instanceof Array); // true
console.log(user instanceof Array); // false
```

##### 3. Checking constructor type:

The constructor property of the variable is used to determine whether the variable Array type or not.

```
const numbers = [1, 2, 3];
const user = { name: "John" };
console.log(numbers.constructor === Array); // true
console.log(user.constructor === Array); // false
```

#### 430. What is pass by value and pass by reference?

Pass-by-value creates a new space in memory and makes a copy of a value. Primitives such as string, number, boolean etc will actually create a new copy. Hence, updating one value doesn't impact the other value. i.e, The values are independent of each other.

```
let a = 5;
let b = a;

b++;
console.log(a, b); //5, 6
```

In the above code snippet, the value of a is assigned to b and the variable b has been incremented. Since there is a new space created for variable b, any update on this variable doesn't impact the variable a.

Pass by reference doesn't create a new space in memory but the new variable adopts a memory address of an initial variable. Non-primitives such as objects, arrays and functions gets the reference of the initial variable. i.e, updating one value will impact



the other variable.

```
let user1 = {
  name: "John",
  age: 27,
};
let user2 = user1;
user2.age = 30;

console.log(user1.age, user2.age); // 30, 30
```

In the above code snippet, updating the age property of one object will impact the other property due to the same reference.

#### 431. What are the differences between primitives and non-primitives?

JavaScript language has both primitives and non-primitives but there are few differences between them as below,

Primitives	Non-primitives
These types are predefined	Created by developer
These are immutable	Mutable
Compare by value	Compare by reference
Stored in Stack	Stored in heap
Contain certain value	Can contain NULL too

#### 432. How do you create your own bind method using either call or apply method?

The custom bind function needs to be created on Function prototype inorder to use it as other builtin functions. This custom function should return a function similar to original bind method and the implementation of inner function needs to use apply method call.

The function which is going to bind using custom myOwnBind method act as the attached function(boundTargetFunction) and argument as the object for apply method call.

```
Function.prototype.myOwnBind = function (whoIsCallingMe) {
  if (typeof this !== "function") {
    throw new Error(this + "cannot be bound as it's not callable");
  }
  const boundTargetFunction = this;
  return function () {
    boundTargetFunction.apply(whoIsCallingMe, arguments);
  };
};
```

#### 433. What are the differences between pure and impure functions?

Some of the major differences between pure and impure function are as below,

Pure function	Impure function
It has no side effects	It causes side effects
It is always return the same result	It returns different result on each call
Easy to read and debug	Difficult to read and debug because they are affected by external code

#### 445. What is referential transparency?

An expression in javascript that can be replaced by its value without affecting the behaviour

of the program is called referential transparency. Pure functions are referentially transparent.

```
const add = (x, y) => x + y;
const multiplyBy2 = (x) => x * 2;

//Now add (2, 3) can be replaced by 5.

multiplyBy2(add(2, 3));
```

#### 446. What are the possible side-effects in javascript?

A side effect is the modification of the state through the invocation of a function or expression. These side effects make our function impure by default. Below are some side effects which make function impure,

- Making an HTTP request. Asynchronous functions such as fetch and promise are impure.
- DOM manipulations
- Mutating the input data
- Printing to a screen or console: For example, console.log() and alert()
- Fetching the current time
- Math.random() calls: Modifies the internal state of Math object

#### 449. What is Function Composition?

It is an approach where the result of one function is passed on to the next function, which is passed to another until the final function is executed for the final result.

```
//example
const double = (x) => x * 2;
const square = (x) => x * x;

var output1 = double(2);
var output2 = square(output1);
console.log(output2);

var output_final = square(double(2));
console.log(output_final);
```

#### 450. How to use await outside of async function prior to ES2022?

Prior to ES2022, if you attempted to use an await outside of an async function resulted in a SyntaxError.

```
await Promise.resolve(console.log("Hello await")); // SyntaxError: await
```

But you can fix this issue with an alternative IIFE (Immediately Invoked Function Expression) to get access to the feature.

```
(async function () {
  await Promise.resolve(console.log("Hello await")); // Hello await
})();
```

In ES2022, you can write top-level await without writing any hacks.

```
await Promise.resolve(console.log("Hello await")); //Hello await
```

#### 451. What is the purpose of the this keyword in JavaScript?

- The this keyword in JavaScript is a special variable that is used within a function to refer to the object on which the function is invoked. The value of this depends on how the function is called. It allows functions to access and interact with the object they are bound to.
- The this keyword in JavaScript is a reference to the object that owns or invokes the

current function. Its value is determined by the calling context. **Example 1: this in a Global Context**

```
console.log(this);
```

- In a global context, this refers to the global object (e.g., window in a browser).

**Example 2: this in a Function**

```
function displayThis() {  
  console.log(this);  
}
```

```
displayThis();
```

- In a regular function, this refers to the global object.

**Example 3: this in a Method**

```
const person = {  
  name: "John",  
  greet: function () {  
    console.log("Hello, " + this.name);  
  },  
};
```

```
person.greet();
```

- In a method, this refers to the object that owns the method (person in the case).

**Example 4: this in an Event Handler**

```
document.getElementById("myButton").addEventListener("click", function ()  
  console.log(this);  
});
```

- In an event handler, this refers to the element that triggered the event (the button in this case).

#### 452. What are the advantages of closures?

Closure makes your code more powerful, flexible and efficient. Some of the advantages are listed below.

1. Data Encapsulation
2. Creating function factories
3. Currying functions
4. Memoization
5. State retention
6. Run functions only once
7. setTimeout and iterators

#### 453. What are the possible reasons for memory leaks?

Memory leaks can lead to poor performance, slow loading times and even crashes in web applications. Some of the common causes of memory leaks are listed below,

1. The excessive usage of global variables or omitting the var keyword in local scope.
2. Forgetting to clear the timers set up by setTimeout or setInterval.
3. Closures retain references to variables from their parent scope, which leads to variables might not garbage collected even they are no longer used.

#### 454. What is the difference between map and forEach functions?

Both map and forEach functions are used to iterate over an arrays but there are some

differences in their functionality.

1. **Returning values:** The map method returns a new array with transformed elements whereas forEach method returns undefined eventhough both of them are doing the same job.

```
const arr = [1, 2, 3, 4, 5];
arr.map((x) => x * x); // [1, 4, 9, 16, 25]
arr.forEach((x) => x * x); // undefined
```

2. **Chaining methods:** The map method is chainable. i.e, It can be attached with reduce, filter, sort and other methods as well. Whereas forEach cannot be attached with any other methods because it returns undefined value.

```
const arr = [1, 2, 3, 4, 5];
arr.map((x) => x * x).reduce((total, cur) => total + cur); // 55
arr.forEach((x) => x * x).reduce((total, cur) => total + cur); //Uncaught
```

3. **Mutation:** The map method doesn't mutate the original array by returning new array. Whereas forEach method also doesn't mutate the original array but it's callback is allowed to mutate the original array.

**Note:** Both these methods existed since ES5 onwards.

#### 455. Give an example of statements affected by automatic semicolon insertion?

The javascript parser will automatically add a semicolon while parsing the source code. For example, the below common statements affected by Automatic Semicolon Insertion(ASI).

1. An empty statement
2. var statement
3. An expression statement
4. do-while statement
5. continue statement
6. break statement
7. return statement
8. throw statement

#### 456. What are the event phases on browser?

There are 3 phases in the lifecycle of an event propagation in JavaScript,

1. **Capturing phase:** This phase goes down gradually from the top of the DOM tree to the target element when a nested element clicked. Before the click event reaching the final destination element, the click event of each parent's element must be triggered.
2. **Target phase:** This is the phase where the event originally occurred reached the target element .
3. **Bubbling phase:** This is reverse of the capturing phase. In this pase, the event bubbles up from the target element through it's parent element, an ancestor and goes all the way to the global window object.

The pictorial representation of these 3 event phases in DOM looks like below,



Screenshot

### Coding Exercise

#### 1. What is the output of below code

```
var car = new Vehicle("Honda", "white", "2010", "UK");
console.log(car);

function Vehicle(model, color, year, country) {
  this.model = model;
  this.color = color;
  this.year = year;
  this.country = country;
}
```

- 1: Undefined
- 2: ReferenceError
- 3: null
- 4: {model: "Honda", color: "white", year: "2010", country: "UK"}

► Answer

---

## 2. What is the output of below code

```
function foo() {
  let x = (y = 0);
  x++;
  y++;
  return x;
}

console.log(foo(), typeof x, typeof y);
```

- 1: 1, undefined and undefined
- 2: ReferenceError: X is not defined
- 3: 1, undefined and number
- 4: 1, number and number

► Answer

---

## 3. What is the output of below code

```
function main() {
  console.log("A");
  setTimeout(function print() {
    console.log("B");
  }, 0);
  console.log("C");
}
main();
```

- 1: A, B and C
- 2: B, A and C
- 3: A and C
- 4: A, C and B

► Answer

---

## 4. What is the output of below equality check

```
console.log(0.1 + 0.2 === 0.3);
```

- 1: false
- 2: true

► Answer

---

## 5. What is the output of below code

```
var y = 1;
if (function f() {}) {
  y += typeof f;
}
console.log(y);
```

- 1: 1function
- 2: 1object
- 3: ReferenceError
- 4: 1undefined

► Answer

---

#### 6. What is the output of below code

```
function foo() {
  return;
  {
    message: "Hello World";
  }
}
console.log(foo());
```

- 1: Hello World
- 2: Object {message: "Hello World"}
- 3: Undefined
- 4: SyntaxError

► Answer

---

#### 7. What is the output of below code

```
var myChars = ["a", "b", "c", "d"];
delete myChars[0];
console.log(myChars);
console.log(myChars[0]);
console.log(myChars.length);
```

- 1: [empty, 'b', 'c', 'd'], empty, 3
- 2: [null, 'b', 'c', 'd'], empty, 3
- 3: [empty, 'b', 'c', 'd'], undefined, 4
- 4: [null, 'b', 'c', 'd'], undefined, 4

► Answer

---

#### 8. What is the output of below code in latest Chrome

```
var array1 = new Array(3);
console.log(array1);
```

```
var array2 = [];
array2[2] = 100;
console.log(array2);
```

```
var array3 = [, , ,];
console.log(array3);
```

- 1: [undefined × 3], [undefined × 2, 100], [undefined × 3]
- 2: [empty × 3], [empty × 2, 100], [empty × 3]
- 3: [null × 3], [null × 2, 100], [null × 3]
- 4: [], [100], []

► Answer

---

### 9. What is the output of below code

```
const obj = {
  prop1: function () {
    return 0;
  },
  prop2() {
    return 1;
  },
  ["prop" + 3]() {
    return 2;
  },
};

console.log(obj.prop1());
console.log(obj.prop2());
console.log(obj.prop3());
```

- 1: 0, 1, 2
- 2: 0, { return 1 }, 2
- 3: 0, { return 1 }, { return 2 }
- 4: 0, 1, undefined

► Answer

---

### 10. What is the output of below code

```
console.log(1 < 2 < 3);
console.log(3 > 2 > 1);
```

- 1: true, true
- 2: true, false
- 3: SyntaxError, SyntaxError,
- 4: false, false

► Answer

---

### 11. What is the output of below code in non-strict mode

```
function printNumbers(first, second, first) {
  console.log(first, second, first);
}

printNumbers(1, 2, 3);
```

- 1: 1, 2, 3
- 2: 3, 2, 3
- 3: SyntaxError: Duplicate parameter name not allowed in this context
- 4: 1, 2, 1

► Answer

---

### 12. What is the output of below code

```
const printNumbersArrow = (first, second, first) => {
  console.log(first, second, first);
};

printNumbersArrow(1, 2, 3);
```

- 1: 1, 2, 3
- 2: 3, 2, 3
- 3: SyntaxError: Duplicate parameter name not allowed in this context
- 4: 1, 2, 1

► Answer

---

13. What is the output of below code

```
const arrowFunc = () => arguments.length;  
console.log(arrowFunc(1, 2, 3));
```

- 1: ReferenceError: arguments is not defined
- 2: 3
- 3: undefined
- 4: null

► Answer

---

14. What is the output of below code

```
console.log(String.prototype.trimLeft.name === "trimLeft");  
console.log(String.prototype.trimLeft.name === "trimStart");
```

- 1: True, False
- 2: False, True

► Answer

---

15. What is the output of below code

```
console.log(Math.max());
```

- 1: undefined
- 2: Infinity
- 3: 0
- 4: -Infinity

► Answer

---

16. What is the output of below code

```
console.log(10 == [10]);  
console.log(10 == [[[[[[[10]]]]]]]);
```

- 1: True, True
- 2: True, False
- 3: False, False
- 4: False, True

► Answer

---

17. What is the output of below code

```
console.log(10 + "10");  
console.log(10 - "10");
```

- 1: 20, 0
- 2: 1010, 0
- 3: 1010, 10-10
- 4: NaN, NaN

► Answer

---

18. What is the output of below code



```
console.log([0] == false);
if ([0]) {
  console.log("I'm True");
} else {
  console.log("I'm False");
}
```

- 1: True, I'm True
- 2: True, I'm False
- 3: False, I'm True
- 4: False, I'm False

► Answer

19. What is the output of below code

```
console.log([1, 2] + [3, 4]);
```

- 1: [1,2,3,4]
- 2: [1,2][3,4]
- 3: SyntaxError
- 4: 1,23,4

► Answer

---

20. What is the output of below code

```
const numbers = new Set([1, 1, 2, 3, 4]);
console.log(numbers);
```

```
const browser = new Set("Firefox");
console.log(browser);
```

- 1: {1, 2, 3, 4}, {"F", "i", "r", "e", "f", "o", "x"}
- 2: {1, 2, 3, 4}, {"F", "i", "r", "e", "o", "x"}
- 3: [1, 2, 3, 4], ["F", "i", "r", "e", "o", "x"]
- 4: {1, 1, 2, 3, 4}, {"F", "i", "r", "e", "f", "o", "x"}

► Answer

---

21. What is the output of below code

```
console.log(NaN === NaN);
```

- 1: True
- 2: False

► Answer

---

22. What is the output of below code

```
let numbers = [1, 2, 3, 4, NaN];
console.log(numbers.indexOf(NaN));
```

- 1: 4
- 2: NaN
- 3: SyntaxError
- 4: -1

► Answer

---

23. What is the output of below code

```
let [a, ...b] = [1, 2, 3, 4, 5];
console.log(a, b);
```

- 1: 1, [2, 3, 4, 5]
- 2: 1, {2, 3, 4, 5}
- 3: SyntaxError
- 4: 1, [2, 3, 4]

► Answer

---

25. What is the output of below code

```
async function func() {
  return 10;
}
console.log(func());
```

- 1: Promise {<fulfilled>: 10}
- 2: 10
- 3: SyntaxError
- 4: Promise {<rejected>: 10}

► Answer

---

26. What is the output of below code

```
async function func() {
  await 10;
}
console.log(func());
```

- 1: Promise {<fulfilled>: 10}
- 2: 10
- 3: SyntaxError
- 4: Promise {<resolved>: undefined}

► Answer

---

27. What is the output of below code

```
function delay() {
  return new Promise(resolve => setTimeout(resolve, 2000));
}

async function delayedLog(item) {
  await delay();
  console.log(item);
}

async function processArray(array) {
  array.forEach(item => {
    await delayedLog(item);
  })
}

processArray([1, 2, 3, 4]);
```

- 1: SyntaxError
- 2: 1, 2, 3, 4
- 3: 4, 4, 4, 4
- 4: 4, 3, 2, 1

► Answer

---

### 28. What is the output of below code

```
function delay() {
  return new Promise((resolve) => setTimeout(resolve, 2000));
}

async function delayedLog(item) {
  await delay();
  console.log(item);
}

async function process(array) {
  array.forEach(async (item) => {
    await delayedLog(item);
  });
  console.log("Process completed!");
}

process([1, 2, 3, 5]);
```

- 1: 1 2 3 5 and Process completed!
- 2: 5 5 5 5 and Process completed!
- 3: Process completed! and 5 5 5 5
- 4: Process completed! and 1 2 3 5

► Answer

---

### 29. What is the output of below code

```
var set = new Set();
set.add("+0").add("-0").add(NaN).add(undefined).add(NaN);
console.log(set);
```

- 1: Set(4) {"+0", "-0", NaN, undefined}
- 2: Set(3) {"+0", NaN, undefined}
- 3: Set(5) {"+0", "-0", NaN, undefined, NaN}
- 4: Set(4) {"+0", NaN, undefined, NaN}

► Answer

---

### 30. What is the output of below code

```
const sym1 = Symbol("one");
const sym2 = Symbol("one");

const sym3 = Symbol.for("two");
const sym4 = Symbol.for("two");

console.log(sym1 === sym2, sym3 === sym4);
```

- 1: true, true
- 2: true, false
- 3: false, true
- 4: false, false

► Answer

---

### 31. What is the output of below code

```
const sym1 = new Symbol("one");
console.log(sym1);
```

- 1: SyntaxError
- 2: one
- 3: Symbol('one')

- 4: Symbol

► Answer

---

32. What is the output of below code

```
let myNumber = 100;
let myString = "100";

if (!typeof myNumber === "string") {
  console.log("It is not a string!");
} else {
  console.log("It is a string!");
}

if (!typeof myString === "number") {
  console.log("It is not a number!");
} else {
  console.log("It is a number!");
}
```

- 1: SyntaxError
- 2: It is not a string!, It is not a number!
- 3: It is not a string!, It is a number!
- 4: It is a string!, It is a number!

► Answer

---

33. What is the output of below code

```
console.log(
  JSON.stringify({ myArray: ["one", undefined, function () {}, Symbol("")] }
);
console.log(
  JSON.stringify({ [Symbol.for("one")]: "one" }, [Symbol.for("one")])
);
```



- 1: {"myArray":["one", undefined, {}, Symbol]}, {}
- 2: {"myArray":["one", null,null,null]}, {}
- 3: {"myArray":["one", null,null,null]}, {"[Symbol.for('one')]: 'one' }, [Symbol.for('one')]"}
- 4: {"myArray":["one", undefined, function() {}, Symbol("")]}, {}

► Answer

---

34. What is the output of below code

```
class A {
  constructor() {
    console.log(new.target.name);
  }
}

class B extends A {
  constructor() {
    super();
  }
}

new A();
new B();
```

- 1: A, A

- 2: A, B

► Answer

---

35. What is the output of below code

```
const [x, ...y, z] = [1, 2, 3, 4];
console.log(x, y, z);
```

- 1: 1, [2, 3], 4
- 2: 1, [2, 3, 4], undefined
- 3: 1, [2], 3
- 4: SyntaxError

► Answer

---

36. What is the output of below code

```
const { a: x = 10, b: y = 20 } = { a: 30 };
console.log(x);
console.log(y);
```

- 1: 30, 20
- 2: 10, 20
- 3: 10, undefined
- 4: 30, undefined

► Answer

---

37. What is the output of below code

```
function area({ length = 10, width = 20 }) {
  console.log(length * width);
}

area();
```

- 1: 200
- 2: Error
- 3: undefined
- 4: 0

► Answer

---

38. What is the output of below code

```
const props = [
  { id: 1, name: "John" },
  { id: 2, name: "Jack" },
  { id: 3, name: "Tom" },
];

const [, , { name }] = props;
console.log(name);
```

- 1: Tom
- 2: Error
- 3: undefined
- 4: John

► Answer

---

### 39. What is the output of below code

```
function checkType(num = 1) {  
  console.log(typeof num);  
}
```

```
checkType();  
checkType(undefined);  
checkType("");  
checkType(null);
```

- 1: number, undefined, string, object
- 2: undefined, undefined, string, object
- 3: number, number, string, object
- 4: number, number, number, number

► Answer

---

### 40. What is the output of below code

```
function add(item, items = []) {  
  items.push(item);  
  return items;  
}
```

```
console.log(add("Orange"));  
console.log(add("Apple"));
```

- 1: ['Orange'], ['Orange', 'Apple']
- 2: ['Orange'], ['Apple']

► Answer

---

### 41. What is the output of below code

```
function greet(greeting, name, message = greeting + " " + name) {  
  console.log([greeting, name, message]);  
}
```

```
greet("Hello", "John");  
greet("Hello", "John", "Good morning!");
```

- 1: SyntaxError
- 2: ['Hello', 'John', 'Hello John'], ['Hello', 'John', 'Good morning!']

► Answer

---

### 42. What is the output of below code

```
function outer(f = inner()) {  
  function inner() {  
    return "Inner";  
  }  
}  
outer();
```

- 1: ReferenceError
- 2: Inner

► Answer

---

### 43. What is the output of below code

```
function myFun(x, y, ...manyMoreArgs) {  
  console.log(manyMoreArgs);  
}
```

```
myFun(1, 2, 3, 4, 5);  
myFun(1, 2);
```

- 1: [3, 4, 5], undefined
- 2: SyntaxError
- 3: [3, 4, 5], []
- 4: [3, 4, 5], [undefined]

► Answer

---

44. What is the output of below code

```
const obj = { key: "value" };  
const array = [...obj];  
console.log(array);
```

- 1: ['key', 'value']
- 2: TypeError
- 3: []
- 4: ['key']

► Answer

---

45. What is the output of below code

```
function* myGenFunc() {  
  yield 1;  
  yield 2;  
  yield 3;  
}  
var myGenObj = new myGenFunc();  
console.log(myGenObj.next().value);
```

- 1: 1
- 2: undefined
- 3: SyntaxError
- 4: TypeError

► Answer

---

46. What is the output of below code

```
function* yieldAndReturn() {  
  yield 1;  
  return 2;  
  yield 3;  
}  
  
var myGenObj = yieldAndReturn();  
console.log(myGenObj.next());  
console.log(myGenObj.next());  
console.log(myGenObj.next());
```

- 1: { value: 1, done: false }, { value: 2, done: true }, { value: undefined, done: true }
- 2: { value: 1, done: false }, { value: 2, done: false }, { value: undefined, done: true }
- 3: { value: 1, done: false }, { value: 2, done: true }, { value: 3, done: true }
- 4: { value: 1, done: false }, { value: 2, done: false }, { value: 3, done: true }

► Answer

---

47. What is the output of below code

```
const myGenerator = (function* () {
  yield 1;
  yield 2;
  yield 3;
})();
for (const value of myGenerator) {
  console.log(value);
  break;
}

for (const value of myGenerator) {
  console.log(value);
}
```

- 1: 1,2,3 and 1,2,3
- 2: 1,2,3 and 4,5,6
- 3: 1 and 1
- 4: 1

► Answer

---

48. What is the output of below code

```
const num = 0o38;
console.log(num);
```

- 1: SyntaxError
- 2: 38

► Answer

---

49. What is the output of below code

```
const squareObj = new Square(10);
console.log(squareObj.area);

class Square {
  constructor(length) {
    this.length = length;
  }

  get area() {
    return this.length * this.length;
  }

  set area(value) {
    this.area = value;
  }
}
```

- 1: 100
- 2: ReferenceError

► Answer

---

50. What is the output of below code



```
function Person() {}

Person.prototype.walk = function () {
  return this;
};

Person.run = function () {
  return this;
};

let user = new Person();
let walk = user.walk;
console.log(walk());

let run = Person.run;
console.log(run());
```

- 1: undefined, undefined
- 2: Person, Person
- 3: SyntaxError
- 4: Window, Window

► Answer

---

51. What is the output of below code

```
class Vehicle {
  constructor(name) {
    this.name = name;
  }

  start() {
    console.log(`${this.name} vehicle started`);
  }
}

class Car extends Vehicle {
  start() {
    console.log(`${this.name} car started`);
    super.start();
  }
}

const car = new Car("BMW");
console.log(car.start());
```

- 1: SyntaxError
- 2: BMW vehicle started, BMW car started
- 3: BMW car started, BMW vehicle started
- 4: BMW car started, BMW car started

► Answer

---

52. What is the output of below code

```
const USER = { age: 30 };
USER.age = 25;
console.log(USER.age);
```

- 1: 30
- 2: 25
- 3: Uncaught TypeError
- 4: SyntaxError

► Answer

---

53. What is the output of below code

```
console.log(" " === " ");
```

- 1: false
- 2: true

► Answer

---

54. What is the output of below code?

```
console.log(typeof typeof typeof true);
```

- 1: string
- 2: boolean
- 3: NaN
- 4: number

► Answer

---

55. What is the output of below code?

```
let zero = new Number(0);
```

```
if (zero) {  
  console.log("If");  
} else {  
  console.log("Else");  
}
```

- 1: If
- 2: Else
- 3: NaN
- 4: SyntaxError

► Answer

---

55. What is the output of below code in non strict mode?

```
let msg = "Good morning!!";
```

```
msg.name = "John";
```

```
console.log(msg.name);
```

- 1: ""
- 2: Error
- 3: John
- 4: Undefined

► Answer

---

56. What is the output of below code?

```
let count = 10;

(function innerFunc() {
  if (count === 10) {
    let count = 11;
    console.log(count);
  }
  console.log(count);
})();
```

- 1: 11, 10
- 2: 11, 11
- 3: 10, 11
- 4: 10, 10

► Answer

---

57. What is the output of below code ?

- 1: console.log(true && 'hi');
- 2: console.log(true && 'hi' && 1);
- 3: console.log(true && '' && 0);

► Answer

---

58. What is the output of below code ?

```
let arr = [1, 2, 3];
let str = "1,2,3";

console.log(arr == str);
```

- 1: false
- 2: Error
- 3: true

► Answer

---

59. What is the output of below code?

```
getMessage();

var getMessage = () => {
  console.log("Good morning");
};
```

- 1: Good morning
- 2: getMessage is not a function
- 3: getMessage is not defined
- 4: Undefined

► Answer

---

60. What is the output of below code?

```
let quickPromise = Promise.resolve();

quickPromise.then(() => console.log("promise finished"));

console.log("program finished");
```

- 1: program finished
- 2: Cannot predict the order

- 3: program finished, promise finished
- 4: promise finished, program finished

► **Answer**

---

**61. What is the output of below code?**

```
console
  .log("First line")
  [ "a", "b", "c" ].forEach((element) => console.log(element));
console.log("Third line");
```

- 1: First line, then print a, b, c in a new line, and finally print Third line as next line
- 2: First line, then print a, b, c in a first line, and print Third line as next line
- 3: Missing semi-colon error
- 4: Cannot read properties of undefined

► **Answer**

---

**62. Write a function that returns a random HEX color**

- **Solution 1 (Iterative generation)**
  - **Solution 2 (One-liner)**
- 

**63. What is the output of below code?**

```
var of = ["of"];
for (var of of of) {
  console.log(of);
}
```

- 1: of
- 2: SyntaxError: Unexpected token of
- 3: SyntaxError: Identifier 'of' has already been declared
- 4: ReferenceError: of is not defined

► **Answer**

---

**64. What is the output of below code?**

```
const numbers = [11, 25, 31, 23, 33, 18, 200];
numbers.sort();
console.log(numbers);
```

- 1: [11, 18, 23, 25, 31, 33, 200]
- 2: [11, 18, 200, 23, 25, 31, 33]
- 3: [11, 25, 31, 23, 33, 18, 200]
- 4: Cannot sort numbers

► **Answer**

---

**65. What is the output order of below code?**

```
setTimeout(() => {
  console.log("1");
}, 0);
Promise.resolve("hello").then(() => console.log("2"));
console.log("3");
```

- 1: 1, 2, 3

- 2: 1, 3, 2
- 3: 3, 1, 2
- 4: 3, 2, 1

► Answer

---

66. What is the output of below code?

```
console.log(name);
console.log(message());
var name = "John";
(function message() {
  console.log("Hello John: Welcome");
});
```

- 1: John, Hello John: Welcome
- 2: undefined, Hello John, Welcome
- 3: Reference error: name is not defined, Reference error: message is not defined
- 4: undefined, Reference error: message is not defined

► Answer

---

67. What is the output of below code?

```
message();

function message() {
  console.log("Hello");
}
function message() {
  console.log("Bye");
}
```

- 1: Reference error: message is not defined
- 2: Hello
- 3: Bye
- 4: Compile time error

► Answer

---

68. What is the output of below code?

```
var currentCity = "NewYork";

var changeCurrentCity = function () {
  console.log("Current City:", currentCity);
  var currentCity = "Singapore";
  console.log("Current City:", currentCity);
};

changeCurrentCity();
```

- 1: New York, Singapore
- 2: New York, New York
- 3: undefined, Singapore
- 4: Singapore, Singapore

► Answer

---

69. What is the output of below code in an order?

```
function second() {
  var message;
  console.log(message);
}

function first() {
  var message = "first";
  second();
  console.log(message);
}

var message = "default";
first();
console.log(message);
```

- 1: undefined, first, default
- 2: default, default, default
- 3: first, first, default
- 4: undefined, undefined, undefined

► Answer

---

70. What is the output of below code?

```
var expressionOne = function functionOne() {
  console.log("functionOne");
};
functionOne();
```

- 1: functionOne is not defined
- 2: functionOne
- 3: console.log("functionOne")
- 4: undefined

► Answer

---

71. What is the output of below code?

```
const user = {
  name: "John",
  eat() {
    console.log(this);
    var eatFruit = function () {
      console.log(this);
    };
    eatFruit();
  },
};
user.eat();
```

- 1: {name: "John", eat: f}, {name: "John", eat: f}
- 2: Window {...}, Window {...}
- 3: {name: "John", eat: f}, undefined
- 4: {name: "John", eat: f}, Window {...}

► Answer

---

72. What is the output of below code?

```
let message = "Hello World!";
message[0] = "J";
console.log(message);
```

```
let name = "John";
name = name + " Smith";
console.log(name);
```

- 1: Jello World!, John Smith
- 2: Jello World!, John
- 3: Hello World!, John Smith
- 4: Hello World!, John

► Answer

---

73. What is the output of below code?

```
let user1 = {
  name: "Jacob",
  age: 28,
};

let user2 = {
  name: "Jacob",
  age: 28,
};

console.log(user1 === user2);
```

- 1: True
- 2: False
- 3: Compile time error

► Answer

---

74. What is the output of below code?

```
function greeting() {
  setTimeout(function () {
    console.log(message);
  }, 5000);
  const message = "Hello, Good morning";
}
greeting();
```

- 1: Undefined
- 2: Reference error:
- 3: Hello, Good morning
- 4: null

► Answer

---

75. What is the output of below code?

```
const a = new Number(10);
const b = 10;
console.log(a === b);
```

- 1: False
- 2: True

► Answer

---

76. What is the type of below function?

```
function add(a, b) {  
  console.log("The input arguments are: ", a, b);  
  return a + b;  
}
```

- 1: Pure function
- 2: Impure function

► Answer

---

77. What is the output of below code?

```
const promiseOne = new Promise((resolve, reject) => setTimeout(resolve, 40  
const promiseTwo = new Promise((resolve, reject) => setTimeout(reject, 400  
  
Promise.all([promiseOne, promiseTwo]).then((data) => console.log(data));
```

- 1: [{status: "fullfilled", value: undefined}, {status: "rejected", reason: undefined}]
- 2: [{status: "fullfilled", value: undefined}, Uncaught(in promise)]
- 3: Uncaught (in promise)
- 4: [Uncaught(in promise), Uncaught(in promise)]

► Answer

---

78. What is the output of below code?

```
try {  
  setTimeout(() => {  
    console.log("try block");  
    throw new Error(`An exception is thrown`);  
  }, 1000);  
} catch (err) {  
  console.log("Error: ", err);  
}
```

- 1: try block, Error: An exception is thrown
- 2: Error: An exception is thrown
- 3: try block, Uncaught Error: Exception is thrown
- 4: Uncaught Error: Exception is thrown

► Answer

---

79. What is the output of below code?

```
let a = 10;  
if (true) {  
  let a = 20;  
  console.log(a, "inside");  
}  
console.log(a, "outside");
```

- 1: 20, "inside" and 20, "outside"
- 2: 20, "inside" and 10, "outside"
- 3: 10, "inside" and 10, "outside"
- 4: 10, "inside" and 20, "outside"

► Answer

---

80. What is the output of below code?



```
let arr = [1, 2, 3, 4, 5, -6, 7];
arr.length = 0;
console.log(arr);
```

- 1: 0
- 2: Undefined
- 3: null
- 4: [ ]

► Answer

---

### 81. How do you verify two strings are anagrams or not?

An anagram is a word or phrase formed by rearranging all the letters of a different word or phrase exactly once. For example, the anagrams of “eat” word are “tea” and “ate”.

You can split each word into characters, followed by sort action and later join them back. After that you can compare those two words to verify whether those two words are anagrams or not.

```
function verifyAnagrams(word1, word2) {
  return word1.split("").sort().join("") === word2.split("").sort().join("")
}
console.log(verifyAnagrams("eat", "ate"));
```

### 82. What is the output of below code?

```
printHello();

printMessage();

function printHello() {
  console.log("Hello");

  function printMessage() {
    console.log("Good day");
  }
}
```

- 1: Hello, Good day
- 2: Reference Error: printHello is not defined, Reference Error: printMessage is not defined
- 3: Reference Error: printHello is not defined, Good day
- 4: Hello, Reference Error: printMessage is not defined

► Answer

---

### 83. What is the time taken to execute below timeout callback?

```
console.log("Start code");

setTimeout(function () {
  console.log("Callback code");
}, 5000);

console.log("After callback");

let startTime = new Date().getTime();
let endTime = startTime;

while (endTime <= startTime + 10000) {
  endTime = new Date().getTime();
}

console.log("End code");
```

- 1: > 10 sec
- 2: Immediately
- 3: < 10 sec
- 4: <= 5sec

► Answer

**Good luck with your interview** ☐

---