

Core Java	What is the difference between HashMap and Hashtable ? Difference between ArrayList and Vector ?
Advanced Java	Explain JPARepository interface
OS	What is a process ?

Objects in Javascript -----

ECMA6

Inheritance is done using extends keyword

Inheritance in Javascript is USED for REUSE of methods . Method overriding is not possible

ECMA5

Prototype inheritance in Javascript

In Javascript attributes and functions BOTH Are properties !!!!

So in 10 Javascript objects we will have space allocated for functions 10 times and attributes 10 times

So the Javascript object occupies lot of space on the heap - much of it is REDUNDANT because of the functions !!!

Hence the prototype architecture came into existence

Thumb rule - put all attributes in your class and shift all functions to the prototype

The same prototype is shared by all objects - hence heap space is saved.

De structuring syntax of ECMA6 feature-----

--- it is about accessing arrays and objects in a convenient way

array elements

var [a,b] = arr } the 0th and 1th element are collected in a and b

object

var { fname,lname } = obj the fname and lname properties are collected in fname and lname variables

var { fname:fn, lname:ln } = obj fname is collected in fn variable and lname is collected in ln variable

CSS BOX Structure ----- Every element is considered in a box in CSS



