

# JavaScript Software House Screening

## Test (2026 Edition)

Student Name: \_\_\_\_\_ Instructor Name: \_\_\_\_\_

*(Advanced + Tricky + Real Interview Style MCQs)*

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1 ☐ **What will this output? `console.log(typeof null)` ;**

- A) null
  - B) undefined
  - C) object
  - D) number
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2 ☐ **What is the difference between `==` and `===`?**

- A) No difference
  - B) `==` checks value, `===` checks value + type
  - C) `===` slower
  - D) `==` safer
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3 ☐ **What is hoisting?**

- A) Moving variables to bottom
  - B) JS automatically moves declarations to top
  - C) Function execution
  - D) DOM loading
- 

4 ☐ **Which is block-scoped?**

- A) var
- B) let
- C) Both
- D) None

## 5□ What happens here?

```
let a = 5;  
{  
  let a = 10;  
}  
console.log(a);
```

- A) 10
  - B) 5
  - C) undefined
  - D) Error
- 

## 6□ What is closure?

- A) Function inside function
  - B) Function remembering outer scope
  - C) Object method
  - D) Loop inside function
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## 7□ What does `this` refer to in regular function (browser)?

- A) null
  - B) window
  - C) document
  - D) function itself
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## 8□ Arrow functions differ because:

- A) They are faster
  - B) They don't have their own `this`
  - C) They cannot return
  - D) They are deprecated
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**9 ☐ What is event bubbling?**

- A) Event moves downward
  - B) Event moves upward in DOM
  - C) Event reloads page
  - D) Event deletes node
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**10 Which method converts JSON string to object?**

- A) JSON.parse()
  - B) JSON.stringify()
  - C) JSON.object()
  - D) JSON.convert()
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**11 ☐ What does `setTimeout(fn, 0)` mean?**

- A) Runs instantly
  - B) Runs after call stack clears
  - C) Never runs
  - D) Blocks code
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**12 ☐ What is a Promise?**

- A) Loop
  - B) Object representing future completion
  - C) API call
  - D) Callback
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**13 ☐ What are async/await built on?**

- A) Loops
  - B) Callbacks
  - C) Promises
  - D) Objects
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**14□ What does `Array.map()` return?**

- A) Same array
  - B) Modified original array
  - C) New array
  - D) Boolean
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**15□ Difference between `null` and `undefined`?**

- A) Same
  - B) `null` = intentional empty, `undefined` = not assigned
  - C) `undefined` faster
  - D) `null` error
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**16□ What will this output?**

```
console.log(0.1 + 0.2 === 0.3);
```

- A) true
  - B) false
  - C) Error
  - D) undefined
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**17□ What is DOM?**

- A) Database
  - B) CSS file
  - C) Tree representation of HTML
  - D) Server
- 

**18□ What is event delegation?**

- A) Adding many listeners
  - B) Using parent to handle child events
  - C) Removing events
  - D) Blocking events
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**19 ☐ What is memory leak in JS?**

- A) CSS issue
  - B) Unreleased memory
  - C) Syntax error
  - D) API failure
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**20 ☐ What is destructuring?**

- A) Breaking object/array into variables
  - B) Deleting object
  - C) Converting to JSON
  - D) Looping
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**21 What is difference between synchronous & asynchronous?**

- A) No difference
  - B) Async waits
  - C) Sync blocks, async doesn't
  - D) Async faster always
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**22 ☐ What does `use strict` do?**

- A) Speeds up code
  - B) Enables strict parsing & error handling
  - C) Blocks async
  - D) Stops browser
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**23 ☐ What is difference between `forEach` and `map`?**

- A) Same
  - B) `map` returns new array
  - C) `forEach` returns new array
  - D) Both return boolean
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## 24 ☐ What is debouncing?

- A) Fast looping
  - B) Limiting function execution rate
  - C) CSS trick
  - D) Promise chaining
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## 25 ☐ What is throttling?

- A) Block execution completely
  - B) Limit execution to fixed interval
  - C) Delete function
  - D) Convert to async
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## 26 What will happen?

```
console.log([] == false);
```

- A) true
  - B) false
  - C) Error
  - D) undefined
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## 27 What is call stack?

- A) Array
  - B) Execution order stack
  - C) Database
  - D) Event listener
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## Professional Closing Line

*“If you survived hoisting, closures, promises, and the event loop... welcome to real JavaScript development.”*

