JS Q/A

1. **What is Closure how do we implement closure?**

**Ans.** Closure gives us access to an outer function scope to an inner function.

Closures are typically implemented with a special data structure that contains a pointer to the function code, plus a representation of the set of available variables at the time when the closure was created.

1. **What is Debouncing and throttling?**

**Ans.** Throttling – It means a way to limit the number of times a function can be called.

Debouncing – It is a way to delay the execution of a function to a later period until there

Is some ongoing action.

1. **Prototype in javascript with example.**

**Ans.** Prototype – It is an object that is associated with every function.

Ex- function Person () {

this.name = 'John',

this.age = 23

}

const person = new Person();

// checking the prototype value

console.log(Person.prototype); // { ... }

In above ex. We are trying to access the prototype property of Person.

1. **Event loop.**

**Ans.** It is the running process that monitors both the callback queue and call stack.

1. **What is the use of filter, map, reduce ?**

**Ans.** Map - Executes a function on each element of an array.

Filter - Remove items which don't satisfy a condition

Reduce - Creates a single value from elements of Array.

1. **Difference between map and for loop**

**Ans.** Map – It is chainable method and use reduce(), sort() and other method. Whereas

Forloop it’s not a chainable method and don’t use reduce() and sort() because it

Returns undefined.

1. **Difference between slice and splice?**

**Ans.** The splice() method returns the removed item(s) in an array and it changes the

original array.

slice() method doesn't change the original array. It returns the selected element(s) in

an array, as a new array object.

1. **Difference between Standard function and Arrow Function**

**Ans.** Arrow Function(syntax) - let myFunction = (a, b) => a \* b;

function declaration are callable not constructible .

Standard function – function declaration are callable and

constructible

1. **Difference between == and ===**

**Ans** == is used for comparison between two variables irrespective of the datatype of

variable.

=== is used for comparision between two variables but this will check strict type,

which means it will check datatype and compare two values.

1. **What is ES6?**

**Ans.** It is newer version of JS and it provide the specification on how JS should work.