Front End Developer - Examination (FE)

vickyrodriguez544@gmail.com Cambiar de cuenta

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JavaScript - Examination C1

The C1 examination for JavaScript delves into more complex topics such as asynchronous programming, closures, and design patterns. Candidates are expected to demonstrate expertise in writing efficient, maintainable, and scalable JavaScript code.

1. What is the Event Loop in JavaScript, and how does it work?

- ○ It is a mechanism for handling asynchronous tasks by executing them in a separate thread
- ○ It is a loop that iterates through events in the DOM
- ○ It is a tool for optimizing event listeners in the browser
- ○ It is a process that manages the execution of callback functions in the JavaScript runtime

2. Explain the concept of hoisting in JavaScript.

- ○ It is a feature that automatically converts variables to global scope
- ○ It refers to the process of elevating variable and function declarations to the top of their containing scope during compilation
- ○ It is a way to prevent certain variables from being hoisted
- ○ It is a mechanism for managing the scope of variables within a function

3. What is a closure in JavaScript, and provide an example of its practical use?

- A closure is a function that has access to variables from its outer (enclosing) scope, even after the outer function has finished executing
- A closure is a built-in JavaScript method for handling asynchronous code
- A closure is a way to create private variables in a function, preventing access from outside the function
- A closure is a way to handle errors in JavaScript programs

4. Explain the differences between the `apply`, `call`, and `bind` methods in JavaScript.

- They are all used for calling functions with a specific `this` value, but they differ in how arguments are passed
- `bind` is used for calling functions with a specific `this` value, while `apply` and `call` are used for creating a new function with a fixed `this` value
- `call` is used for calling functions with a specific `this` value, while `apply` is used for creating a new function with a fixed `this` value
- `apply` and `call` are used for calling functions with a specific `this` value, while `bind` is used for creating a new function with a fixed `this` value

5. What is the purpose of the Symbol data type in JavaScript?

- It is used for defining private variables in classes
- It is used for creating unique identifiers that are guaranteed to be unique across different objects
- It is a reserved keyword in JavaScript
- It is a type of primitive data that represents mathematical symbols

6. Explain the concepts of Promises and async/await in JavaScript.

- (●) Promises are a way to handle asynchronous operations, and async/await is a syntactic sugar for working with Promises
- ( ) Promises are a deprecated feature in modern JavaScript, and async/await is the recommended approach for handling asynchronous code
- ( ) Promises and async/await are interchangeable terms referring to the same concept
- ( ) Promises are only used in server-side JavaScript, while async/await is used in client-side JavaScript

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7. What is the purpose of the JavaScript module system (ES6 Modules)?

- ( ) It is a way to create reusable code by encapsulating variables and functions into a single file
- ( ) It is a feature for defining custom HTML elements
- ( ) It is a system for managing dependencies and organizing code into separate files
- ( ) It is a mechanism for creating dynamic HTML templates

8. Explain the concept of memoization and how it can be implemented in JavaScript.

- ( ) Memoization is a caching technique to optimize the performance of functions by storing previously computed results
- ( ) Memoization is a process of converting asynchronous code to synchronous code
- ( ) Memoization is a feature of JavaScript frameworks for managing state
- ( ) Memoization is a way to encrypt and secure data in a web application

9. What is the purpose of the fetch function in JavaScript, and how does it differ from traditional AJAX?

- ◯ `fetch` is a deprecated feature, and traditional AJAX is the recommended approach for making HTTP requests
- ◯ `fetch` is used for synchronous HTTP requests, while traditional AJAX is used for asynchronous requests
- ◯ `fetch` is a modern API for making asynchronous HTTP requests, providing a more flexible and powerful alternative to traditional AJAX
- ◯ `fetch` is specifically designed for handling cross-origin requests, while traditional AJAX is limited to same-origin requests

10. What is the purpose of the Proxy object in JavaScript?

- ◯ It is a tool for securing client-side data in web applications
- ◯ It is a data structure for efficiently storing key-value pairs
- ◯ It is used for creating custom error messages in the console
- ◯ It is a mechanism for intercepting and customizing object behavior

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