**JavaScript Developer Questions Time 1 Hour**

1. How to call base class constructor from child class in TypeScript?
2. Super() b) Parent() c) Self :: parent() d)Extend
3. State true/false – below question

<!—Code Start -->

*interface NotEmpty<T> {*

*data: T;*

*}*

*let x: NotEmpty<number>;*

*let y: NotEmpty<string>;*

*x = y;*

<!—code end -->

1. Yes b) No
2. Choose the right answer :-

*function Foo() {*

*return this;*

*}*

*Foo() === window;*

1. True b) False c) undefined d) null
2. State true/false – below question

<!—code end -->

*class Animal {*

*feet: number;*

*constructor(name: string, numFeet: number) { }*

*}*

*class Size {*

*feet: number;*

*constructor(numFeet: number) { }*

*}*

*let a: Animal;*

*let s: Size;*

*a = s;*

*s = a;*

<!—code end -->

What is output of the above **a =s, s=a?**

1. True, True b) False, True c) True, False d) False, False
2. Choose the right answer

*var age = {*

*prop: 25,*

*f: function() {*

*return prop;*

*}*

*};*

1. Undefined b)error c)25
2. What is the result of the following statement: typeof “x”;
3. “character” b)“[object String]” c) Throws error “ReferenceError: x is not defined” d) “string” d) “undefined”

7. Primitive types are passed by :

1. A. Value b) Pointer c) Reference
2. What is Angular hook life cycle? explain it.
3. Does TypeScript supports function overloading? If yes, Explain with a example
4. What is generics in Angular/ Type Script ? Explain with a example .
5. Explain **for..of** vs **for..in** with a help of example?
6. What is event propagation? Give a example
7. What is event delegation, DOM life cycle? Give example for each.
8. Write a Angular “Service” with GET, POST,PUT,DELETE methods? and mention all require libraries.
9. What is @Inputs, @Output, eventEmmitter, @ViewChild in Angular 2?
10. What are the immutable variables and reference variable?
11. How many directives in angular?
12. Cold Observables vs Hot Observables?
13. What is JiT Compiler and AoT compiler?
14. Explain Call, Bind, Apply, Prototype? with example.
15. What is use of async and sync.