TW-006 TEAM LEAD VERSION (Sprint-4 Week-2)

TEAMWORK

CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

▶ Icebreaking

▶ Questions

▶ Interview Questions

▶ Coding Challenge

▶ Video of the week

▶ Retro meeting

▶ Case study / project

Teamwork Schedule

Ice-breaking   5m

- Personal Questions (Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

Team work   5m

- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

Ask Questions   15m

1. The CSS display: flex sets the flexbox as _____ element.

A. an invisible element
B. an inline element
C. a block-level
D. a null element

Answer: C

2. What code do you use to make items overflow a flexbox?

A. flex-wrap: nowrap
B. flex-wrap: overflow
C. flex-wrap: none
D. flex-wrap: wrap

Answer: A

3. In responsive web design, what are breakpoints?

A. They are browser widths where the web page layout changes once the browser is within the declared range.
B. They are signals that tell the debugger to temporarily suspend execution of your program at various set points.

C. They are the widths of sidebars and main content areas of websites.

D. They are the different device widths.

Answer: A

4. Which one of the following viewport meta tags is the default meta tag that adapts to different devices in responsive web design?

A. `<meta name="viewport" content="width=device-width, initial-scale=1">`

B. `<meta name="viewport" content="width=500, initial-scale=1">`

C. `<meta name="viewport" content="width=1024">`

D. `<meta name="viewport" content="width=720">`

Answer: A

5. Which property references the DOM object that dispatched an event?

A. self

B. object

C. target

D. source

Answer:C

6.What is the name of a function whose execution can be suspended and resumed at a later point?

A. Generator function

B. Arrow function

C. Async/ Await function

D. Promise function

Answer: A

7. For the following class, how do you get the value of 42 from an instance of X?

```
class X {
    get Y() { return 42; }
}
```

A. x.get('Y')

B. x.Y

C. x.Y()

D. x.get().Y

Answer: B

8. Why is it usually better to work with Objects instead of Arrays to store a collection of records?

A. Objects are more efficent in terms of storeage.
B. Adding a record to an object is significantly faster than pushing a record into an array.
C. Most operations involve looking up a record, and objects can do that better than arrays.
D. Working with objects makes the code more readable.

Answer: B

9. The following program has a problem. What is it?

```
var a;
var b = (a = 3) ? true: false
```

A. The condition in the ternary is using the assignment operator.
B. You can't define a variable without initializing it.
C. You can't use a ternary in the right-hand side of an assignment operator.
D. The code is using the deprecated var keyword.

Answer:A

10. Which keyword is used to create an error?

A. throw
B. exception
C. catch
D. error

Answer: A

11. What type of scope does the end variable have in the code shown?

```
var start = 1;
if (start === 1) {
 let end = 2;
}
```

A. conditional
B. block

C. global
D. function

Answer: B

12. What can we attach to DOM elements in order to respond to events in the system?

A. Event Handlers
B. Event Listeners
C. Event Processors
D. Event Coordinators

Answer: B

13. The following example uses what type of function to handle an event?

```
element.addEventListener('click', function(event){});
```

A. named function
B. inline function
C. anonymous function
D. arrow function

Answer: C

14. Every node in the DOM represents what?

A. a link
B. a section
C. a view
D. an HTML element

Answer: D

15. What method allows us to add an attribute to a DOM element?

A. element.getAttribute()
B. element.createAttribute()
C. element.setAttribute()
D. element.makeAttribute()

Answer: C

Interview Questions   **15m**

1. What is JavaScript 'Strict Mode'?

Answer: 'Strict mode' is a restricted variant of JavaScript. Usually, this language is 'not very strict' in throwing errors. But in 'Strict mode' it will throw all types of errors, even the silent errors. Thus, the process of debugging becomes easier. And the chances for making a mistake for the developer is reduced.

2. What is the difference between 'var' and 'let' keyword?

Answer:

https://stackoverflow.com/questions/762011/whats-the-difference-between-using-let-and-var

3. What is the use of the 'debugger' keyword in JavaScript code?

Answer: Using the 'debugger' keyword in the code is like using breakpoints in the debugger.

To test the code, the debugger must be enabled for the browser. If debugging is disabled for the browser, the code will not work. During debugging of the code, the remaining part should stop executing, before it goes to the next line.

4. What is JavaScript Hoisting?

Answer: While using the 'JavaScript Hoisting' method, when an interpreter runs the code, all the variables are hoisted to the top of the original /current scope. If you have a variable declared anywhere inside the code, then it is brought to the top.

This method is only applicable to the declaration of a variable and is not applicable for the initialization of a variable. Functions are also hoisted to the top, whereas function explanations are not hoisted to the top.

Basically, where we declared the variable inside the code doesn't matter much.

5. How Are Event Handlers Used in JavaScript?

Answer: Events are actions that result from user activities like clicking a link or typing in text. An event handler is required to run code when an event is triggered in an element.

Event handlers are set as an extra property of an object. The event parameter is an object that has various pieces of information about the event.

We can also use the addEventListener call to do the same thing.

6. Is JavaScript a pass-by-reference or pass-by-value language?

Answer: Javascript is always pass by value, but when a variable refers to an object (including arrays), the "value" is a reference to the object.

Changing the value of a variable never changes the underlying primitive or object, it just points the variable to a new primitive or object.

However, changing a property of an object referenced by a variable does change the underlying object.

7. How will you empty an array in JavaScript?

Answer: There are multiple ways of emptying an array in JavaScript. Four of the most important ones are:

- By assigning an empty array:

```
var array1 = [1, 22, 24, 46];
array1 = [];
```

- By assigning array length to 0:

```
var array1 = [1, 22, 24, 46];
array1.length=0;
```

- By popping the elements of the array:

```
var array1 = [1, 22, 24, 46];
while(array1.length > 0) {
array1.pop();
}
```

- By using the splice array function:

```
var array1 = [1, 22, 24, 46];
array1.splice(0, array1.length)
```

Coding Challenge   20m

You are expected to solve the "JavaScript Coding Challenge" with both JavaScript and Python.

- Coding Challenge: CSS Grid (JS -004)

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Coffee Break   10m

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Video of the Week   5m

- A day in the life of a Google Software Engineer

Retro Meeting on a personal and team level   5m

Ask the questions below:

- What went well?
- What went wrong?
- What is the improvement areas?

Case study/Project   15m

Case study should be explained to the students during the weekly meeting and has to be completed in one weeks by the students. Students should work in small teams to complete the case study.

- Sass Project:(HC - 006)Web Site

Closing   5m

-Next week's plan

-QA Session