Multiple choice questions (5 questions)

TBD

Theoretical questions (2 questions)

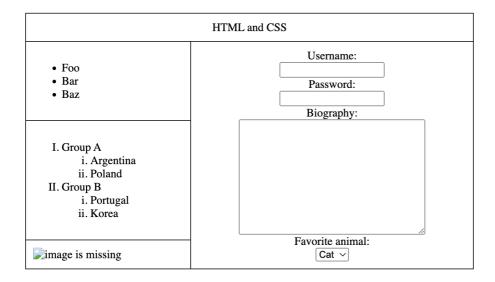
- 1) What is frontend development?
- 2) What is a Promise in Javascript?
- 3) What are closures in Javascript?
- 4) What is event loop in Javascript?
- 5) What is TDZ?
- 6) What is an object prototype?
- 7) What is Document Object Model? Explain how it relates to JS.
- 8) Explain the difference between event listeners and event handlers.
- 9) What is a Web Worker?
- 10) Explain the differences between all() and allSettled() static methods of Promise class.

HTML and CSS only

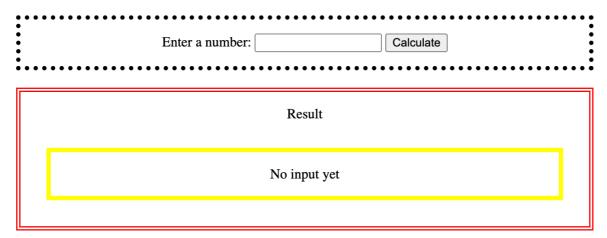
Write the proper HTML and CSS to produce the table below.

Use form tags to create the form on the right. Biography field is a textfield input while Favorite animal is a select list with at least two options. Use flexbox to place the items of the form in a column and in the centre of the cell.

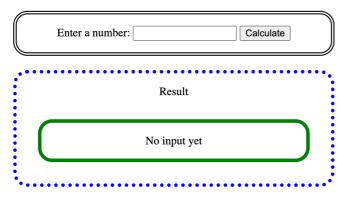
When you put the mouse over a table cell, the background color of that cell should change to another color.



HTML, CSS, JS



When less than 600px



Add event listener, calculate the Fibonacci number according to the input.

Display the result inside the yellow box.

Every time you move the mouse inside the result text, change the color to a random color.

AJAX

You will be given a JSON/XML format.

Display it in a table sorted according to a property. Simulate that the network takes at least 1 second to give you back the response.

While you are waiting for the response, display a message "Waiting ...".

Once you get the response, display the table.

You can solve it with XMLHttpEquest object, fetch/then, await fetch. No libraries allowed (axios, jquery etc).

Promises

Promisify setTimeout, setinterval.

Promise an even number after at least 1 second. If you cannot find an even number, reject the promise.

On each occasion, consume the promise, handle possible errors.