TW-008 TEAM LEAD VERSION (Sprint-5 Week-1)

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. Which statement creates a new object using the Person constructor?

A. var student = construct Person;
B. var student = new Person();
C. var student = construct Person();
D. var student = Person();

Answer: B

2. When would 'results shown' be logged to the console?

```
let modal = document.querySelector('#result');
setTimeout(function () {
  modal.classList.remove('hidden');
}, 10000);
console.log('Results shown');
```

A. immediately
B. after 10 second
C. after 10000 seconds
D. after results are received from the HTTP request

Answer: A

3. What is the result in the console of running the code shown?

```
var Storm = function () {};
Storm.prototype.precip = 'rain';
var WinterStorm = function () {};
WinterStorm.prototype = new Storm();
WinterStorm.prototype.precip = 'snow';
var bob = new WinterStorm();
console.log(bob.precip);
```

A. Storm()
B. is not defined
C. 'snow'
D. 'rain'

Answer: C

4. What is the result in the console of running this code?

```
function logThis() {
  this.desc = 'logger';
  console.log(this);
}
new logThis();
```

A. `{desc: "logger"}`
B. `undefined`
C. `window`
D. `function`

Answer: A

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

```
class X {
  get Y() {
    return 42;
  }
}
var x = new X();
```

A. `x.get('Y')`
B. `x.Y`
C. `x.Y()`
D. `x.get().Y`

Answer: B

6. Your code is producing the error: `TypeError: Cannot read property 'reduce' of undefined`. What does that mean?

A. You are calling a method named reduce on an object that's has a null value.
B. You are calling a method named reduce on an empty array.
C. You are calling a method named reduce on an object that's declared but has no value.
D. You are calling a method named reduce on an object that does not exist.

Answer:C

7. What is the result in the console of running the code shown?

```
var start = 1;
function setEnd() {
  var end = 10;
}
setEnd();
console.log(end);
```

A. 0
B. 1
C. 10
D. ReferenceError

Answer:D

8. What will this code log in the console?

```
function sayHello() {
  console.log('hello');
}

console.log(sayHello.prototype);
```

A. an object with a constructor property
B. undefined
C. 'hello'
D. an error message

Answer: A

9. Which method cancels event default behavior?

A. `stop()`
B. `cancel()`
C. `prevent()`
D. `preventDefault()`

Answer: D

10. Which method is called automatically when an object is initialized?

A. `create()`
B. `new()`
C. `constructor()`
D. `init()`

Answer: C

Interview Questions 15m

1. What is the difference between a class and an object in JavaScript?

Answer: A class is a template for creating objects. An object is an instance of a class. A class defines the properties and methods that an object will have.

2. Why are classes important in OOP? How do they help developers write better code?

Answer: Classes are important in OOP because they help to keep code organized and easy to understand. By creating classes, developers can more easily identify which code belongs to which object, and they can also more easily reuse code by creating new objects that inherit from existing classes. This helps to make code more maintainable and easier to work with over time.

3. Can you provide some examples of using inheritance in JavaScript?

Answer : Inheritance is a way to extend the functionality of an existing object by creating a new object that inherits the properties and methods of the existing object. In JavaScript, this can be done using the prototype property. For example, if you have a base object called “Person” that has properties and methods for a person’s name, age, and gender, you could create a new object called “Employee” that inherits from “Person” and also has properties and methods for an employee’s job title and salary.

4. What do you understand by polymorphism?

Answer : Polymorphism is the ability of an object to take on many different forms. In JavaScript, this means that a single object can be used to represent multiple different types of data. For example, a single object could be used to represent a person, a place, or a thing. This makes it easier to work with data that may have different properties, but which can be treated in a similar way.

5. What is encapsulation?

Answer : Encapsulation is the process of hiding data and methods inside of an object, so that they can only be accessed by other code inside the object. This helps to keep the data and methods safe from being accidentally modified or accessed by outside code, which can help to prevent errors and bugs.

Coding Challenge 20m

- Coding Challenge: Sliding Window (JS-08)

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Coffee Break 10m

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Video of the Week 5m

- What are Classes, Objects, and Constructors?

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

Digital Clock JS-05

There will be no solution session for the `Digital Clock` project. Each mentoring team will make their own solutions within the workshop.

Closing 5m

-Next week’s plan

-QA Session
