1) How to check if the variable ‘var1’ is defined?

2) What does the document.querySelectorAll do?

3) How to add the string “123” to the local storage of the browser?

4) What is the difference between jQuery(window).load() and jQuery.ready()?

5) What is the difference between jQuery**(**'div'**)[**0**]** and jQuery**(**'div'**).**eq**(**0**)**?

6) How to prevent default action from the event handler?

7) What is the event capturing and the event bubbling?

8) What does css selector

**.**someclass **+** **.**button **~** div**:not([**class^="container"**])** **>** span**:last-child**  do?

9) Which css selector works faster and why?

**.**content-button

**.**content **.**button

10) What do you know about display: flex ?

11) What is XSS?

12) What is CSRF?

13) What is the same origin policy?

14) What will the code below output to the console and why ?

console**.**log**(**1 **+** "2" **+** "2"**);**

console**.**log**(**1 **+** **+**"2" **+** "2"**);**

console**.**log**(**1 **+** **-**"1" **+** "2"**);**

console**.**log**(+**"1" **+** "1" **+** "2"**);**

console**.**log**(** "A" **-** "B" **+** "2"**);**

console**.**log**(** "A" **-** "B" **+** 2**);**

15) What’s the result of executing this code and why?

***function*** test**()** **{**

console**.**log**(**a**);**

console**.**log**(**foo**());**

***var*** a **=** 1**;**

***function*** foo**()** **{**

***return*** 2**;**

**}**

**}**

test**();**

16) Consider the following code:

***var*** a**;**

**(*function*()** **{**

***var*** a **=** b **=** 5**;**

**})();**

console**.**log**(**a**,** b**);**

What will be printed on the console?

17) What will happen if we add ‘use strict’ to this code:

***var*** a**;**

**(*function*()** **{**

'use strict'

***var*** a **=** b **=** 5**;**

**})();**

console**.**log**(**a**,** b**);**

18) What is the result of the following code? Explain your answer.

***var*** name **=** 'Ivan'**;**

***var*** obj **=** **{**

name**:** 'John'**,**

prop**:** **{**

name**:** 'Johan'**,**

getName**:** ***function*()** **{**

***return*** ***this*.**name**;**

**}**

**}**

**};**

console**.**log**(**obj**.**prop**.**getName**());**

***var*** test **=** obj**.**prop**.**getName**;**

console**.**log**(**test**());**

19) Fix the previous question’s issue so that the last console.log() prints “Johan”.

20) Consider the following code:

***var*** nodes **=** document**.**getElementsByTagName**(**'button'**);**

***for*** **(*var*** i **=** 0**;** i **<** nodes**.**length**;** i**++)** **{**

nodes**[**i**].**addEventListener**(**'click'**,** ***function*()** **{**

console**.**log**(**'You clicked element #' **+** i**);**

**});**

**}**

What will be printed on the console if a user clicks the first and the fourth button in the list? Why?

21) Fix the previous question’s issue so that the handler prints 0 for the first button in the list, 1 for the second, and so on.

22) Define a repeatify function on the String object. The function accepts an integer that specifies how many times the string has to be repeated. The function returns the string repeated the number of times specified. For example:

console**.**log**(**'hello'**.**repeatify**(**3**));**

Should print hellohellohello.