**Interactive content 2**

**Final Exam**

Ques1:- Write five differences between React.js, Angular.js and Vue.js.

Ans2:-

|  |  |  |
| --- | --- | --- |
| React JS | Angular JS | Vue JS |
| 1. React is a library built by Facebook | 1. Angular is a framework developed by Google | 1. Vue is a "standalone" project |
| 2. React gives you only one thing: It's also all about components and all about building user interfaces from components. | 2. Angular out of the box includes support for a lot of things. | 2. It's not as "big" as Angular but it definitely includes more features than React does. |
| 3. React typically uses JavaScript | 3. Angular projects use TypeScript, which is a superset to JavaScript. | 3. Vue uses regular JavaScript and it typically utilizes something which is called "Single File Components". |
| 4. React.js follows no strict release schedule but we see new versions being released | 4. For Angular, a new major version is released around every six months | 4. Vue also is under active developent. |
| 5. It is little difficult to learn than vue | 5. it is difficult to learn | 5. It is easier to learn |

Ques3:- What is SCSS?

Ans3:- SCSS is a special type of file for SASS, a program written in Ruby that assembles CSS style sheets for a browser, and for information, SASS adds lots of additional functionality to CSS like variables, nesting and more which can make writing CSS easier and faster.

Ques4:- Create a responsive table using bootstrap? Write the code for it.

Ans4:-

<div class="table-responsive">

<table class="table">

<thead>

<tr>

<th scope="col">#</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

<th scope="col">Heading</th>

</tr>

</thead>

<tbody>

<tr>

<th scope="row">1</th>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

</tr>

<tr>

<th scope="row">2</th>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

<td>Cell</td>

</tr>

</tbody>

</table>

</div>

Ques5:- Difference between framework and library.

Ans5:- The technical difference between a framework and library lies in a term called inversion of control. When you use a library, you are in charge of the application flow. You choose when and where to call the library. When you use a framework, the framework is in charge of the flow. It provides you with a few places to plug in your code, but it calls the code you plugged in as needed.

Ques6:- Which HTML5 tag is used for adding audio to the webpage?

Ans6:-

<audio controls>

<source src="horse.ogg" type="audio/ogg">

<source src="horse.mp3" type="audio/mpeg">

Your browser does not support the audio tag.

</audio>

Ques7:- Which HTML5 tag is used for adding video to the webpage?

Ans7:-

<video width="320" height="240" controls>

<source src="movie.mp4" type="video/mp4">

<source src="movie.ogg" type="video/ogg">

Your browser does not support the video tag.

</video>

Ques8:- What is HTML5 canvas?

Ans8:- The HTML <canvas> element is used to draw graphics, on the fly, via JavaScript. The <canvas> element is only a container for graphics. You must use JavaScript to actually draw the graphics. Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

Ques9:- Mention 6 animation properties exist in CSS3?

Ans9:-

1. **animation-name:** declares the name of the @keyframes at-rule to manipulate.
2. **animation-duration:** the length of time it takes for an animation to complete one cycle.
3. **animation-timing-function**: establishes preset acceleration curves such as ease or linear.
4. **animation-delay:** the time between the element being loaded and the start of the animation sequence (cool examples).
5. **animation-direction:** sets the direction of the animation after the cycle. Its default resets on each cycle.
6. **animation-iteration-count**: the number of times the animation should be performed.

Ques10:- How to integrate font-awesome buttons in HTML5? Write the code for it

Ans10:- To include Font Awesome in your app or page

<link rel="stylesheet" href="https://use.fontawesome.com/releases/v5.12.1/css/all.css" crossorigin="anonymous">

<button>

<i class="fas fa-thumbs-up"></i> Like

</button>