Interview questions

1) use's of doctype

The HTML document type declaration, also known as doctype, is the first code required in every HTML or XHTML document. The doctype declaration is an instruction of the web browser about what version in HTML the page is written in. This ensures that web page is parsed the same way by different web browsers.

doctype or document type declaration

It's not an element or tag, it lets the browser know about the version of or standary of HTML or any other markup language that is being used in the document.

2) purpose of metatag:

Additional important information about a document in a variety of ways.

The meta tag is used to provide such additional information. This tag is an empty element & so does not have a closing tag but it carries information within attributes.

attributes
___

name

content

scheme

3) Pseudo elements:

It's effectively create new elements that are not specified in the markup of the document & can be manipulated much like a regular element.

Pseudo elements used to double colon

eg:

- :: before
- :: after
- :: first-letter
- :: first-line

Pseudo class:

It's used to single colon.

Pseudo classes select regular elements but under certain conditions, like when their position relative to siblings or when they're under a particular state. there is a < list

eg:

: link , : visited , : hover , : active

4) Attributes:

HTML attributes provides additional information about HTML elements.

All HTML elements can have attributes.

Attributes are always specified in the start tag.

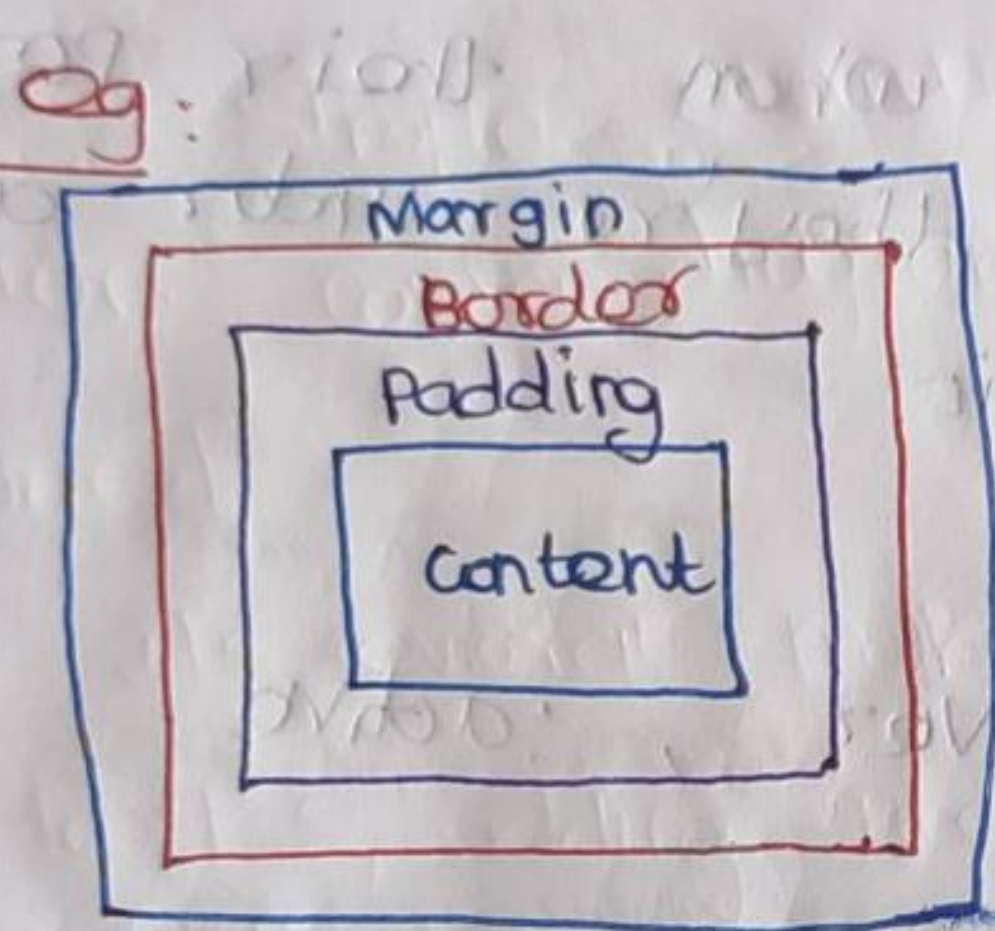Attributes usually come in name/value or property pairs like: name = "value".

5) Use of Reset css:

A Reset css is a short, often compressed set of css rules that resets the styling of all HTML elements to a consistent baseline. In case you didn't know, every browser has its own default 'user agent' stylesheet, that it uses to make unstyled websites appear more legible.

6) Box model in css:

The css box model is essentially a box that wraps around every HTML element.

It consists of margins, borders, padding & the actual content.

eg:

7.) Media queries:

Media queries are a key part of responsive web design, as they allow you to create different layouts depending on the size of the viewport, but they can also be used to detect other things about the environment your site is running on, for example whether the user is using a touchscreen rather than a mouse.

8) SetInterval:

It's allows us to run a function repeatedly, starting after the interval of time, then repeating continuously at that interval.

eg:

```
function setintervalfunction ( a, b) {
        alert ( a, ' , ' b);
}
    setInterval ( salfintervalfunction, 1000, `Hello`, Hai')
O/P → Hello, Hai    (repeatory alert in every one sec)
```

SetTimeout:

allows us to run a function once after the interval of time.

eg:

```
    function timeoutFunc  (a,b) {
        alert ( a, b);
    }
        setTimeout ( timeoutfunct, 1000 , "Hello", mani')
    O/P → Hello mani   (one time run the function)
```

9) svg:

vector based (composed of shapes)

It's has better scalability. so it can be printed with high quality at any resolution.

svg gives better performance with smaller number of object or larger surface.

svg can be modified through script & css
multiple graphic element, which become the
Part of the pages Dom tree.
→ It's several methods for drawing paths, boxes,
circles, text & graphic images.

Canvas:

Raster based, (composed of pixel)
canvas too poor scalability. Hence it's not
suitable for printing on higher resolution.

canvas gives better performance with smaller
surface or larger number of object.

It's modified through script only.

single element similar to <img> in
behavior. canvas diagram can be saved to png or
JPG format.

→ It's several methods for drawing paths, boxes,
circle, text & adding image. It's used to draw graphics,
on the fly. Via javascript

10) orientation: (css property)
The orientation css media feature can be
used to test the orientation of the viewport.
(or the page box, for paged media)
orientation property (value)
portrait: in a portrait orientation,
The viewport is in a portrait orientation,
ie. The height is greater than or equal to the
width.