1. **Explain the use of JavaScript ( or What you can do using a JavaScript)**

**JavaScript** helps the users to build modern web applications to interact directly without reloading the page every time. JavaScript is commonly used to dynamically modify HTML and CSS to update a user interface by the DOM.

**JavaScript Used in** a)Web applications b)Web development c)Mobile applications d)Games e)Presentations f)Server applications g)Web servers

**Using JS we can also do** a)client-side validation b)Displaying date and time c)To validate the user input before submission of the form d)Open and close new windows e)To display dialog boxes and pop-up windows f)To change the appearance of HTML documents g) To create the forms that respond to user input without accessing the server.

1. **What is the difference between client-side and server-side?**

**Client:** The client is a device or program which is requesting information or data

Ex:- browser

**Server:** The server is a device which has information or data and is able to respond to client requests.

Ex: user validation, saving and retrieving data, and navigating to other pages.

**Client Side:** The programming languages which are used in the browser to display the web pages are called client side scripting languages.

**Server side:** The programming languages which are used to create a response in the server are called server side.

1. **What is Nodejs?**

**Node.js** is a server-side cross-platform runtime environment built on Google Chrome's JavaScript Engine (V8 Engine) and library for running JavaScript applications outside the browser. Node.js was developed by Ryan Dahl in 2009.

Or

Simply,​​Node JS is the engine which was added along with other utilities to run Java script.

1. **Explain Scope in JavaScript**

**Scope:** Variables defined inside a function are not accessible (visible) from outside the function.

Simply, Scope refers to the availability of variables and functions in certain parts of the code.

In JavaScript, a variable has two types of scopes: Global Scope and Local Scope

1. **JavaScript is asynchronous or synchronous.**

JavaScript is a synchronous, blocking, single-threaded language. That just means that only one operation can be in progress at a time.

1. **JavaScript is Single-threaded or Multi-threaded.**

Single threaded language

1. **Explain DOM in your own word.**

DOM is a platform and interface that allows programs and scripts to dynamically access and update the content, structure, and style of a document."