JS Theoretical

Ans 1: pros of for loop:

* can use on every environment
* we can iterate and use break and continue

Cons of for loop:

* we have to put more conditions
* we can not use for particular index, we have to iterate all elements.

Ans 2: JS is complied or interpreted:

JavaScript is an interpreted language, it reads over the JavaScript code, interprets each line, and runs it.

Ans 3: JS case sensitive: Yes javascript is case sensitive.

Ans 4: (== b/w ===) :

“==” : It compares the value only,

“===” : It compares the value as well as its datatype.

Ans 5: preventDefault() :

the default action or behaviour that belongs to the event will not occur.

Ans 6: eval() :

eval() function evaluates JavaScript code represented as a string. The string can be a JavaScript expression, variable, statement, or sequence of statements.

Ans 7: Compare two dates:

Let d1 = new Date();

Let d2 = new Date();

Console.log(d1.getTime() === d2.getTime());

Ans 8: break: break statement is used to "jump out" of a loop. i.e, It breaks the loop and continues executing the code after the loop.

Continue: continue statement is used to "jump over" one iteration in the loop. i.e, It breaks one iteration (in the loop), if a specified condition occurs, and continues with the next iteration in the loop.

Ans 9: Conditional operator: The conditional (ternary) operator is the only JavaScript operator that takes three operands which acts as a shortcut for if statements.

Eg: 1<2 ? “two is greater” : “1 is greater”

Ans 10: Operators supported by javascript:

* Arithmetic operators: + , - , \* , / , ++ , %
* Comparison operators: ==, === , !==, !===, > , >= , < , <=
* Logical operators: && , || , !
* Ternary operator: ( condition ? “is true” : “is false” )

Ans 11: methods to find HTML elements in DOM

* document.getElementById(id): It finds an element by Id
* document.getElementsByTagName(name): It finds an element by tag name
* document.getElementsByClassName(name): It finds an element by class name

Ans 12: Two type of loops in JS:

* Entry Controlled loops: test condition is tested before entering the loop body. Eg: for loop and while loop
* Exit Controlled Loops: the test condition is tested or evaluated at the end of the loop body. Eg: do-while loop

Ans 13: V8 javascript engine : V8 is an open source high-performance JavaScript engine used by the Google Chrome browser, written in C++.

Ans 14: features of ES6:

* Arrow functions
* constants or immutable variables eg: let and const
* Rest and Spread Parameters
* Template Literals
* Destructuring Assignment
* Promises
* Classes
* Modules

Ans 15: redeclare variables in switch block:

switch(x) {

case 0: {

let name;

break;

}

case 1: {

let name; // No SyntaxError for redeclaration.

break; }}

Ans 16: undefined: The undefined property indicates that a variable has not been assigned a value, or not declared at all. Type of undefined is undefined.

Ans 17: null : we intentially provide any variable to value null. Type of null is Object.

Ans 18: Classes in ES6 : ES6 classes are similar to the prototype based inheritance in functional programming. Eg:

class Bike{

constructor(color, model) {

this.color= color;

this.model= model;

}

getDetails() {

return this.model + ' bike has' + this.color + ' color';

}

}

**Star-2**

Ans 1: check a string contains a substring :

string.includes(‘substring’);

Ans 2: use Strict: used to operate in strict operating condition.

Ans 3: event loop:

It is a queue of callback functions. Whenever a async function executes, the callback function is pushed into the queue. The JavaScript engine doesn't start processing the event loop until the async function has finished executing the code.

Ans 4: call stack: