TW-008 STUDENT VERSION (Sprint-5 Week-1)

TEAMWORK

CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

▶ Icebreaking

▶ Questions

▶ Interview Questions

▶ Coding Challenge

▶ Video of the week

▶ Retro meeting

▶ Case study / project

Teamwork Schedule

Ice-breaking   5m

- Personal Questions (Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

Team work   5m

- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

Ask Questions   15m

1. Which statement creates a new object using the Person constructor?

A. var student = construct Person;
B. var student = new Person();
C. var student = construct Person();
D. var student = Person();

2. When would 'results shown' be logged to the console?

```javascript
let modal = document.querySelector('#result');
setTimeout(function () {
  modal.classList.remove('hidden');
}, 10000);
console.log('Results shown');
```

A. immediately
B. after 10 second
C. after 10000 seconds
D. after results are received from the HTTP request

3. What is the result in the console of running the code shown?

```
let Storm = function () {};
Storm.prototype.precip = 'rain';

let WinterStorm = function () {};
WinterStorm.prototype = new Storm();
WinterStorm.prototype.precip = 'snow';

let bob = new WinterStorm();
console.log(bob.precip);
```

A. Storm()

B. is not defined

C. 'snow'

D. 'rain'

4. What is the result in the console of running this code?

```
function logThis() {
  this.desc = 'logger';
  console.log(this);
}
new logThis();
```

A. {desc: "logger"}

B. undefined

C. window

D. function

5. For the following class, how do you get the value of 42 from an instance of X?

```
class X {
  get Y() {
    return 42;
  }
}
var x = new X();
```

A. x.get('Y')

B. x.Y

C. x.Y()

D. x.get().Y

6. Your code is producing the error: `TypeError: Cannot read property 'reduce' of undefined`**. What does that mean?**

A. You are calling a method named reduce on an object that's has a null value.

B. You are calling a method named reduce on an empty array.

C. You are calling a method named reduce on an object that's declared but has no value.

D. You are calling a method named reduce on an object that does not exist.

7. What is the result in the console of running the code shown?

```
var start = 1;
function setEnd() {
  var end = 10;
}
setEnd();
console.log(end);
```

A. 0

B. 1

C. 10

D. ReferenceError

8. What will this code log in the console?

```
function sayHello() {
  console.log('hello');
}

console.log(sayHello.prototype);
```

A. an object with a constructor property

B. undefined

C. 'hello'

D. an error message

9. Which method cancels event default behavior?

A. `stop()`

B. `cancel()`

C. `prevent()`

D. `preventDefault()`

10. Which method is called automatically when an object is initialized?

A. `create()`
B. `new()`
C. `constructor()`
D. `init()`

Interview Questions   15m

1. What is the difference between a class and an object in JavaScript?

2.2. Why are classes important in OOP? How do they help developers write better code?

3. Can you provide some examples of using inheritance in JavaScript?

4. What do you understand by polymorphism?

5. What is encapsulation?

Coding Challenge   20m

- Coding Challenge: Sliding Window (JS-08)

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Coffee Break   10m

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Video of the Week   5m

- [What are Classes, Objects, and Constructors?](#)

Retro Meeting on a personal and team level   5m

Ask the questions below:

- What went well?
- What went wrong?
- What is the improvement areas?

Case study/Project   15m

[Digital Clock JS-05](#)

There will be no solution session for the `Digital Clock` project. Each mentoring team will make their own solutions within the workshop.

Closing   5m

-Next week's plan

-QA Session