ANGULAR QUESTION& ANSWERS

1.Explaine angular architecture ?

=> Angular is a framework for building client applications in HTML and either JavaScript or a language like

TypeScript that compiles to JavaScript. The framework consists of several libraries,

=> Angular architecture is service,component based architecture, we can generate a services,componentes use that the

angular application

=> basic bulding blocks of angular is

components,directives,ngmodel,services,directives,modules,pipes,injector are in angular architecture

2.What is routing? and how to do the angular in routing?

=>Routing is basically navigating between two pages, we see the any application linkd to one page to another page

this is called routing(OR)navigating between two pages

=> import { RouterModule} from '@angular/router';

we can import router module in main module, use the route modulein enter applicatin

3.How to interacting the front end to backend ?

=> we can use node js & expressjs using middele wares to connect to back end to front end to backend

4.What is bootstrap ?

=>Bootstrap is a free and open-source front-end web framework. It contains

HTML and CSS-based design templates for forms, buttons, navigation and other interface components,

as well as optional JavaScript extensions.Unlike many earlier web frameworks, it concerns itself with

front-end development only

5.what is the difference b/w HTTPCLient and Http?

=>The HttpClient is used to perform HTTP requests and it imported form @angular/common/http.

The HttpClient is more modern and easy to use the alternative of HTTP. HttpClient is an improved replace

ment for Http. They expect to deprecate Http in Angular 5 and remove it in a later version

7.What do know in css animation?

To use CSS animation, you must first specify some keyframes for the animation.

=> css animations we can use html to animation use of java script

=>in css the elements can change into one style to another style

=>mostly css are using to design purposes animation are so many animation like

ex: key frames,Delay an Animation, curve animation

8.Tell me something in your project?

Project Name : INFOBYT ([www.infobyt.com](http://www.infobyt.com))

Nowadays a ton of online applications and tools are available to access the unnecessary or fake information but the real cluster of facts that are needed in this fast-paced world has become scarce.To explore that real data, an Infobyt application is set to beat the usual paperwork with an innovative and uprooted digital technology. It gives the latest updates, alerts about the multiple schools.Be it about your Child Whereabouts, faster download of monthly Pay Slips, Attendance Updates, Classroom Surveillances, GPS Tracking, Fee due **notifications, you can** keep all your worries away as Infobyt has it all.Our process goes on from schools acceptance

9.Angular matarial and css asking on animation topics?

Angular material is the use to the designing of application in good appearance they areso many styles applied like drag & drop,toogle ,date picker,using to modern web designing

It is used to responsive designing

If you are using in angular maerial bootstrap is not mandatory

Includes enhanced and specialized features like cards, toolbar, speed dial, side nav, swipe, and so on.

NODE JS QUESTIONS:

1.What is Nodejs?

Node js is open source server environment , it is serverside scripting language, Node js is use uses javscrit

Node js run various platforms,nodejs generate dynamic page , mostly node js are using to curd operations , it is single threaded non-blocking event loop, nodejs is a asynchronously programing,it run server side environment

2. why nodejs is light weight& faster

Sends the task to the computer's file system.

Ready to handle the next request.When the file system has opened and read the file, the server returns the content to the client.

Node.js eliminates the waiting, and simply continues with the next request.

Node.js runs single-threaded, non-blocking, asynchronously programming, which is very memory efficient

3.what is event loop and how it's work

Node.js is a single-threaded application, but it can support concurrency via the concept of **events** and **callback**. Every API of Node.js is asynchronous and being single-threaded, they use  to maintain concurrency. Node uses observer pattern. Node thread keeps an event loop and whenever a task gets completed call back function it fires the corresponding event which signals the event-listener function to execute.

4.what is the error first callback.

Call back function is passed throw the argument if no error is raised the first call back function passed is null

5.what is difference between callback and promises.

A promise is the object which repregents the vale may not exist, promises are traditional callback functions

7.what is event emitter and what is used of it.

Node.js allows us to create and handle custom events easily by using events module. Event module includes EventEmitter class which can be used to raise and handle custom events.

8.what is callback hell how to avoid it

**Node** also provides a complementary callbackify function that allows any function that returns a promise to be treated as a function with a  **call back**API

Declare your functions beforehand. One of the best ways to reduce code clutter is by maintaining better separation of code. If you declare a **callback** function beforehand and call it later, you'll **avoid** the deeply nested structures that make **call back hell**so difficult to work with.

9.what is require() module. in node.js

Nodejs is modules exports & impoets of reusability of the code in one module to another module you can nest another them it is used to publish the community in main module.js

10.how to call multiples api's and get all api's response in one time.

I have a web app that searches across 2 APIs right now. I have my own Restful web service that I call, and it does all the work on the backend to asynchronously call the 2 APIs and concatenate them into one result set for my web app to use.