

TW-08 GROUP VERSION



CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

- ▶ Icebreaking
- ▶ Workshop Activities - Tuesday
- ▶ Teamwork Activities - Friday
 - ▶ Questions
 - ▶ Interview Questions
- ▶ Video of the week
- ▶ Retro meeting
- ▶ Case study / project

Teamwork Schedule

Ice-breaking

10m

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

Workshop Activities (Tuesday)

90m

There will be no extra task this week and we expect our students to complete/recap their checkout and wallet app projects.

If your projects are complete, you can look at [Password Generator](#) code challenge.

Team Work Activities (Friday)

90m

Ask Questions

20m

1. What is the purpose of the `async` keyword in JavaScript?

- A. To define an asynchronous function.
- B. To specify a function that runs synchronously.
- C. To create a generator function.
- D. To indicate a callback function.

2. In an `async` function, what does the `await` keyword do?

- A. To forcefully stop the function.
- B. To pause the function execution until a promise is resolved.
- C. Rejects a promise with an error.
- D. Cancels the `async` function.

3. Which of the following is a valid use case for using `async/await` in JavaScript?

- A. Iterating through an array of numbers.
- B. Declaring constants.
- C. Defining a switch statement.
- D. Fetching data from an API.

4. What is the purpose of the Fetch API in JavaScript?

- A. To create an array from a function.
- B. To manipulate the DOM.
- C. To send HTTP requests and receive responses.
- D. To define JavaScript functions.

5. When using the Fetch API, what method is used to handle a response and extract JSON data?

- A. .text()
- B. .json()
- C. .response()
- D. .xml()

6. Which statement is true about error handling in async/await?

- A. Errors are automatically handled by async/await.
- B. Use .then() and .catch() to handle errors.
- C. Errors in async/await cannot be caught.
- D. Use try-catch blocks to catch errors.

7. What is the primary benefit of using async/await over traditional callbacks?

- A. Simpler and more readable code
- B. Easier handling of errors
- C. Smaller bundle size
- D. Improved performance

8. What does the setInterval() function do in JavaScript?

- A. Halts the execution of the JavaScript code.
- B. Delays the execution of a function for a specified time.
- C. Executes a function repeatedly at a specified time interval.
- D. Sets a timeout for a function to run only once.

9. How do you stop the execution of a function scheduled with setInterval()?

- A. Using the return statement in the function.
- B. By calling the clearInterval() function with the interval ID.
- C. By setting the interval time to 0.
- D. By using the break statement.

10. When using `clearInterval()`, what is the required argument?

- A. The function to be cleared.
- B. The time interval.
- C. The DOM element
- D. The interval ID returned by `setInterval()`.

11. What is the primary advantage of using `Axios` over the `Fetch API`?

- A. Simplicity and ease of use.
- B. Wider browser support.
- C. Smaller bundle size.
- D. Better performance.

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

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

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

13. Why might you choose to make your code asynchronous?

- A. to ensure that tasks further down in your code are not initiated until earlier tasks have completed
- B. to make your code faster
- C. to ensure that the call stack maintains a LIFO (Last in, First Out) structure
- D. to start tasks that might take some time without blocking subsequent tasks from executing immediately

14. What is the HTTP verb to request the contents of an existing resource?

- A. DELETE
- B. PATCH
- C. GET
- D. CALL

15. Which method call is chained to handle a successful response returned by `fetch()`?

- A. `done()`
- B. `catch()`
- C. `then()`
- D. `finally()`

16. Which statement is applicable to the `defer` attribute of the HTML `<script>` tag?

- A. `defer` allows the browser to continue processing the page while the script loads in the background.
- B. `defer` causes the script to be loaded from the backup content delivery network (CDN).
- C. `defer` blocks the browser from processing HTML below the tag until the script is completely loaded.
- D. `defer` lazy loads the script, causing it to download only when it is called by another script on the page.

17. What will be logged to the console?

```
console.log('I');
setTimeout(() => {
  console.log('love');
}, 0);
console.log('Javascript!');
```

- ☐ A.

```
I
Javascript!
love
```

- ☐ B.

```
love
I
Javascript!
```

- ☐ C. The output may change with each execution of code and cannot be determined.
- ☐ D.

```
I
love
Javascript!
```

Interview Questions

15m

1. What is 'callback hell' in the context of using callbacks, and what are its disadvantages?
2. Can you explain what asynchronous programming is?
3. How does async/await help with performance and scalability?
4. What is the purpose of the Promise constructor in JavaScript?

Coding Challenge

20m

- [Random User Data Display](#)
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Coffee Break

10m



Video of the Week

5m

- [Asynchronous Vs Synchronous Programming](#)

Retro Meeting on a personal and team level

5m

Ask the questions below:

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

Case study/Project

15m

- The project will be announced during the week.

Closing

5m

- Next week's plan
 - QA Session
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