

Q.1 What's Constructor And Its Purpose?

The constructor() method is a special method for creating and initializing objects created within a class.

The constructor() method is called automatically when a class is initiated, and it has to have the exact name "constructor", in fact, if you do not have a constructor method, JavaScript will add an invisible and empty constructor method.

A class cannot have more than one constructor() method. This will throw a SyntaxError.

You can use the super() method to call the constructor of a parent class

Q.2 Explain This Keyword and Its Purpose?

This keyword refers to an object that is executing the current piece of code. It references the object that is executing the current function. If the function being referenced is a regular function, "this" references the global object. If the function that is being referenced is a method in an object, "this" references the object itself.

Q.3 What's Call Apply Bind Method & Difference Between them

Call:

The call() method calls the function with a given this value and allows passing in arguments one by one separating them with commas

Apply:

The apply() method calls the function with a given this value and allows passing in arguments as an array (or an array-like object).

Bind:

The bind() method returns a new function and allows passing in a this array and any number of arguments.

Q.Q.4 Explain OOPS ?

(OOPS) Object-Oriented Programming is a programming style based on classes and objects. These group data (properties) and methods (actions) inside a box.

OOP was developed to make code more flexible and easier to maintain.

JavaScript is prototype-based procedural language, which means it supports both functional and object-oriented programming.

Q.5 Whats Abstraction and Its Purpose?

An abstraction is a way of hiding the implementation details and showing only the functionality to the users. In other words, it ignores the irrelevant details and shows only the required one.

Q.6 Whats Polymorphism and Purpose of it?

Polymorphism is one of the core concepts of object-oriented programming languages where poly means many and morphism means transforming one form into another. Polymorphism means the same function with different signatures is called many times

Features of Polymorphism:

Programmers can use the same method name repeatedly.

Polymorphism has the effect of reducing the number of functionalities that can be paired together.

Q.7 Whats Inheritance and Purpose of it?

Inheritance is a mechanism that allows us to create new classes on the basis of already existing classes. It provides flexibility to the child class to reuse the methods and variables of a parent class.

The JavaScript extends keyword is used to create a child class on the basis of a parent class. It facilitates child class to acquire all the properties and behavior of its parent class.

Q.8 Whats Encapsulation and Purpose of it ?

Encapsulation is a technique in which the implementation details of an object are hidden from the outside world, and only a well-defined interface is exposed. In JavaScript, encapsulation can be achieved using closures or the module pattern.

Use var keyword to make data members private.

Use setter methods to set the data and getter methods to get that data.

Q.9 Explain Class in JavaScript?

Classes are one of the features introduced in the ES6 version of JavaScript.

A class is a blueprint for the object. You can create an object from the class

Q.10 What's Super Keyword & What it does?

The super keyword is used to call the constructor of its parent class to access the parent's properties and methods.

By calling the super() method in the constructor method, we call the parent's constructor method and gets access to the parent's properties and methods.

Syntax

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super(arguments);
```

```
super.parentMethod(arguments);
```