

*The Quick Refresher*

# JAVASCRIPT INTERVIEW QUESTION + ANSWER

Var, Let, Const  
Closure  
Unshift() & pop()  
0, Null, Undefined  
Anonymous Function  
Unescape() & escape()  
Event Bubbling  
New Operator



Learn all in one place





## Q1 What is difference between VAR, LET & CONST?

*“ The difference between **var** and **let** is that **var** is **function scoped** while **let** is **block-scoped** ”*

keyword	const	let	var
global scope	NO	NO	YES
function scope	YES	YES	YES
block scope	YES	YES	NO
can be reassigned	NO	YES	YES



var



const



let



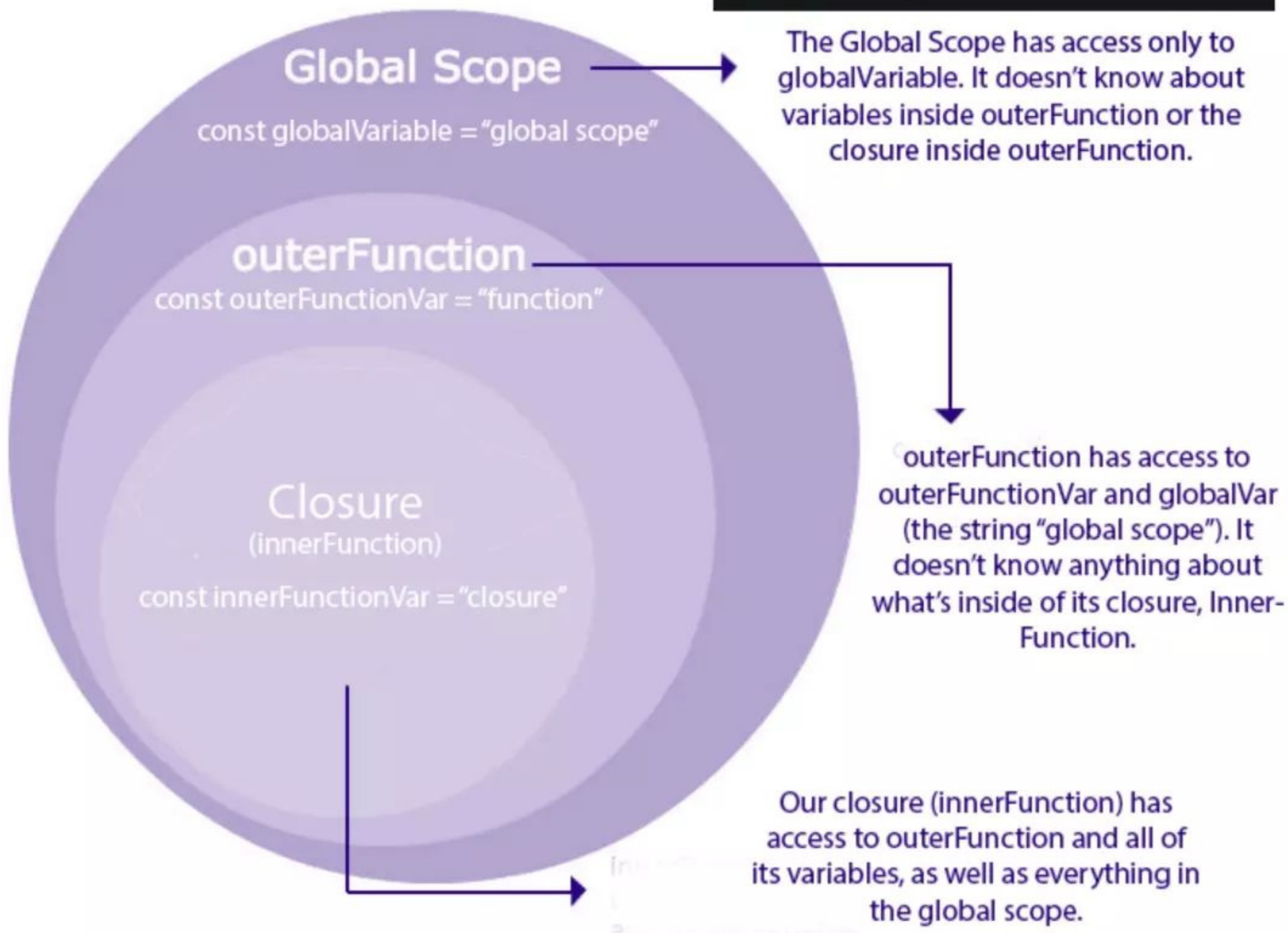
## Q2 What is **Closure** in JavaScript?

**Closure** in JavaScript means an inner function have access to the variables that are defined in the outer function. Whenever we are declaring a function inside another function we are actually creating closures.

*Closure Example ->*

```
function developer(){  
  var name = 'aditya';  
  function displayName(){  
    alert(name);  
  }  
  return displayName;  
}  
var devName = developer();  
devName();
```

Complete overview -

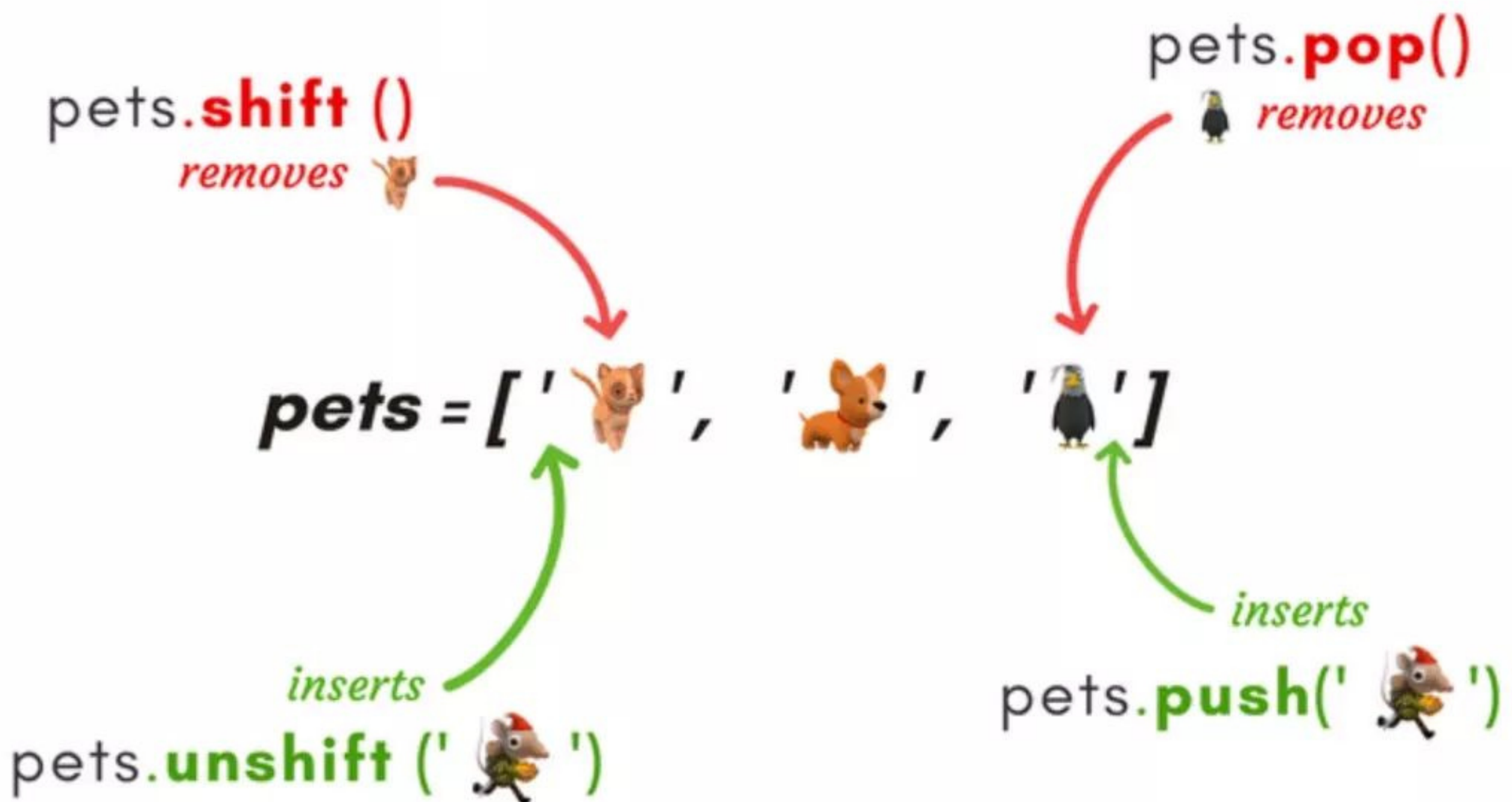




### Q3 Explain `unshift()` & `pop()` methods

## push/pop/shift/unshift

in Javascript



Well **pop** and **push** are easy enough to remember. As for **shift** and **unshift**

29 Easy to remember if you mentally drop the "f" in shift / unshift: **shift** removes elements and **unshift** adds them :) –  Mar 28 '16 at 8:22





## Q4 What is difference between 0, NULL & UNDEFINED?

**0** - It's just the number zero.

**null** - Null means that something was defined but is not set.

**undefined** - Undefined most typically means a variable has been declared, but not defined.

```
let a = null;  
console.log(a);  
// null
```

```
let b;  
console.log(b);  
// undefined
```

Non-zero value



null



0



undefined





**Q5** What does the following statement declares?

```
var myArray = [[[]]];
```

It declares a **three dimensional array**

**Q6** Define event bubbling?

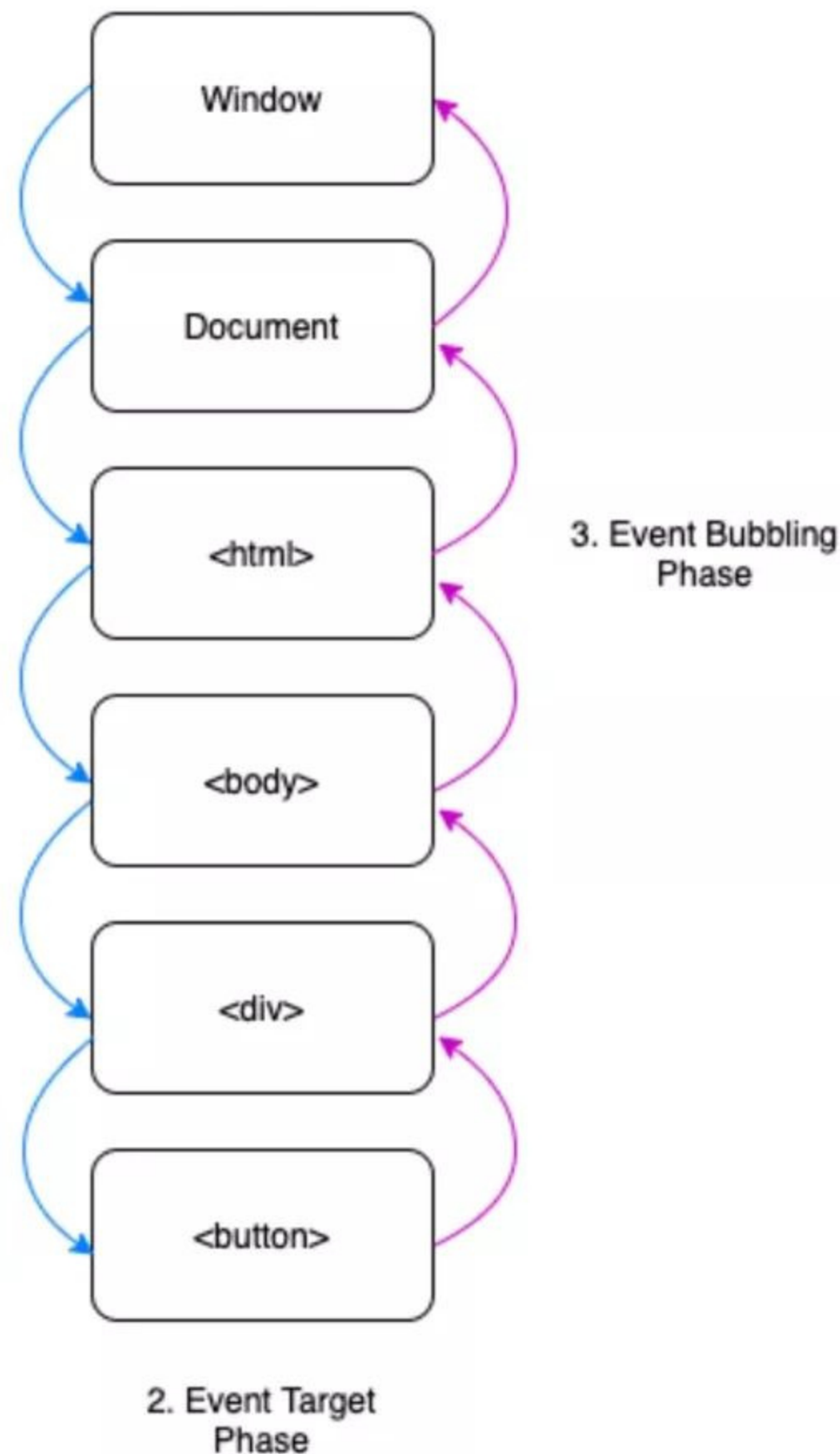
**JavaScript allows DOM** elements to be nested inside each other. In such a case, **if the handler of the child is clicked**, the handler of parent will also work as if it were clicked too.

1. Event Capturing Phase

3. Event Bubbling Phase

**Q7** How can a value be appended to an array?

```
arr[arr.length] = value;
```







## Q8 What is **new operator** in JavaScript?

The **new operator** is used to **construct a user-defined object from a function**. The **this** inside the function is set to the new object. So any assignments we are not with the this will be added as a property to this object.

If we **explicitly return** something inside the function, then the this binding will be ignored and an empty object will be assigned to the **caller variable**.

```
function developer(salary, role){
  this.salary = salary; //this refers to newly created object here
  this.role = role;
}
var employee = new developer( '$450,000', 'SeniorWebDev' );
console.log(employee.salary); // $450,000
```

```
var obj1 = new MyFunc();
```

↓ 1. Creates an empty object

```
{ }
```

↓ 2. Assigns MyFunc.prototype

```
{ __proto__ = MyFunc.prototype }
```

↓ 3. Assign properties and functions declared with this keyword

```
{ __proto__ = MyFunc.prototype, x = 100 }
```

↓ 4. Returns newly created object

```
var obj1 = { __proto__ = MyFunc.prototype, x = 100 }
```

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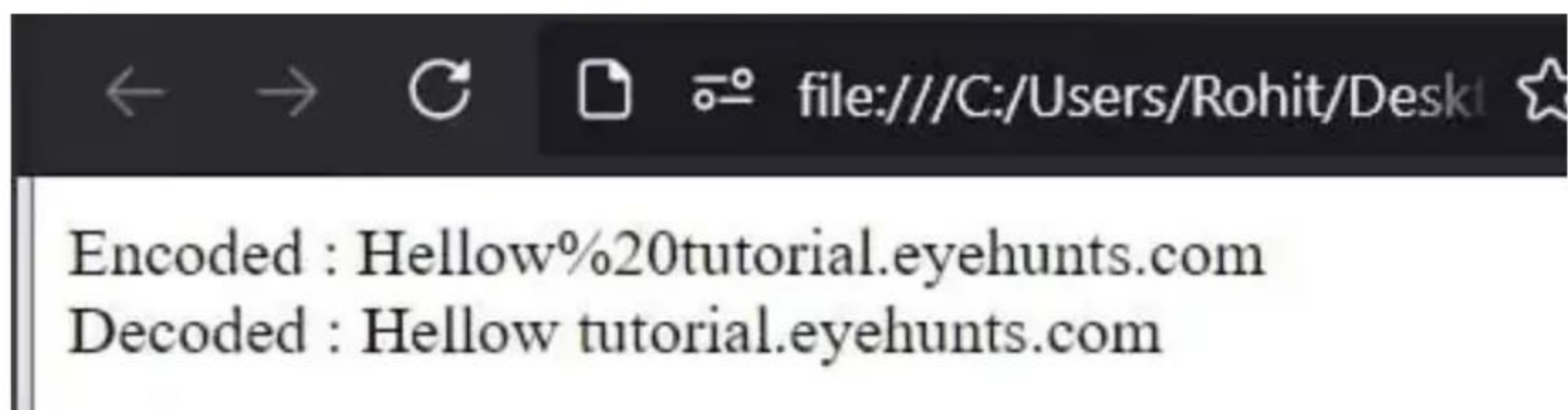
## Q9 Define **unescape()** and **escape()** functions?

The **escape()** function is responsible for coding a string so as to make the transfer of the information from one computer to the other, across a network.

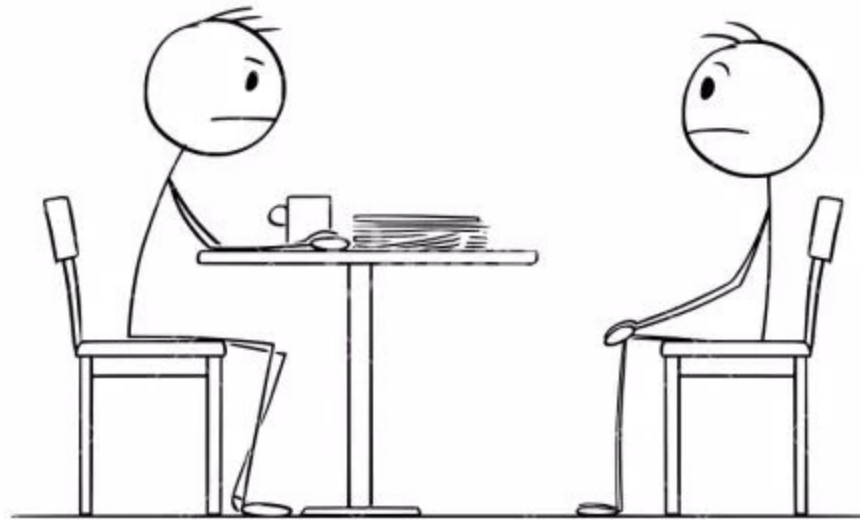
```
document.write(escape("Hello! I am Aditya"));  
//output : Hello%21%20I%20am%20Aditya
```

The **unescape()** function is very important as it decodes the coded string. It works in the following way. For example:

```
document.write(unescape("Hello%21%20I%20am%20Aditya"));  
//Output :: Hello! I am Aditya
```







There are ***many more good questions*** that interviewers ask. I would love to **explain them in Part-2** if these post gets a good response.

Best wishes for your interviews.....

*Hit a **like** for Part-2*



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