

Learn Frequently asked Question

Quick JavaScript Interview Questions

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Quick JavaScript Interview Questions

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Chapter 1 Inheritance

Q. How to create a class?

ANSWER

JavaScript does not have a class definition. To mimic classes in JavaScript functions can be used to declare a class.

Example :

Let's create a student class in JavaScript which takes two parameters name and roll as property. The code will look like below,

```
function Student(name,roll){ this.name = name;  
this.roll = roll;  
}
```

Q. How to create an object?

ANSWER

An object in JavaScript can be created using two ways:

New Keyword:

To create a student object from the above student class we can call the Student function using new keyword.

```
var student1 = new Student('sandeep',2)
```

Anonymous Object:

Anonymous objects can be created using pair of curly braces containing property name and value pairs.

```
Var rose = { 'color': 'red' }
```

Q. How to declare a private and a public member?

Private members are declared using **var** keyword and constructor function.

```
function Student(name,roll){ var id= ABCD123;  
this.name = name;  
this.roll = roll;  
}
```

When a Student object will be created the properties name and roll will be accessible using dot operator but **id** will not be accessible as it behaves as a private member and return **undefined** on call.

```
> function Student(name,roll){  
    var id= "ABCD123";  
    this.name = name;  
    this.roll = roll;  
}  
undefined  
> var student1 = new Student('sandeep',25)  
undefined  
> student1.name  
"sandeep"  
> student1.id  
undefined  
> |
```

The above chrome console is showing a student1 object is created.name property is accessible as it is showing sandeep on `student1.name` call. So name is a public property for the student object. But id property is not accessible and returned undefined on `student1.id` call. This shows id is a private property in student1 object.

Q. What is prototype property?

By Using Prototype we can add **new members** to an existing object. Every JavaScript object has this property internally. Initially it is an **empty** object.

Example:

```
function Student(name,roll){  
this.name = name;  
this.roll = roll;  
}  
var student1 = new Student('sangeeta',30); Student.prototype.mark = 100;
```

Checkout the below chrome console for the use of prototype.

```
> function Student(name,roll){  
    this.name = name;  
    this.roll = roll;  
}  
undefined  
> var student1 = new Student('sangeeta',30)  
undefined  
> student1  
Student {name: "sangeeta", roll: 30}  
> Student.prototype.mark = 100  
100  
> student1  
Student {name: "sangeeta", roll: 30, mark: 100}  
>
```

Initially the student1 object has only two properties name and roll. By using prototype a new property **mark** has been added to student object with a value of **100**. Now the console shows that the mark property is also added to the existing **student1** object.

Q. What is constructor property?

ANSWER

Constructor property of an object maintains a reference to its creator function.

Example:

Let us checkout an example by creating a student object and calling the constructor property on it.

```
function Student(name, mark){  
this.name=name;  
this.mark=mark;  
}  
var student1 = new Student('sandeep',123); console.log(student1.constructor);
```

Checkout the following screen shot for above code in chrome console. The console log is printing the referenced function by **student1** object.

```
> function Student(name,mark){this.name=name; this.mark =mark;}
undefined
> var student1 = new Student('sandeep',123)
undefined
> console.log(student1.constructor)
function Student(name,mark){this.name=name; this.mark =mark;}
< undefined
> |
```

Q. How to call other class methods?

ANSWER

Using **call()** and **apply()** method we can use methods from different context to the current context. It is really helpful in reusability of code and context binding.

call() : It is used to calls a function with a given this value and arguments provided individually.

apply(): It is used to call a function with a given this value and arguments provided as an array.

Below code has two function **getTypeOfNumber()** and **getTypeOfAllNumber()**. The details pf these functions are below. **getTypeOfNumber** : This method takes single number as parameter and return the type either Even or Odd.

getTypeOfAllNumber : This method takes array of numbers as parameter and return the types in an array with Even or Odd.

```
var MyNumber = {
  getTypeOfNumber : function(number){
    var type = (number % 2 === 0) ? "Even" : "Odd"; return type;
  },
  getTypeOfAllNumber : function (){
    var result = [], i=0;
    for (; i < arguments.length; i++){
      var type =
        MyNumber.getTypeOfNumber.call(null,arguments[i]) ;
      result.push(type)
    }
    return result;
  }
};

var typeOfNumber =
  MyNumber.getTypeOfNumber.call(null,21) console.log(typeOfNumber)
var typeOfAllNumber =
  MyNumber.getTypeOfAllNumber.apply(null,[2,4,5,7 8,21])
```

```
console.log(typeOfAllNumber)
```

Below screenshot shows output of the above code Firebug console.

The screenshot shows the Firebug console tab selected. The code block contains a variable declaration and a call to `console.log`. The output shows the value of the variable and the array returned by the log statement.

```
> var MyNumber = {      getTypeOfNumber : function(...ull,[2,4,5,78,21])
  console.log(typeOfAllNumber)
Odd
[ "Even", "Even", "Odd", "Even", "Odd" ]
```

Q. Explain method overriding with an Example?

ANSWER

We can override any inbuilt method of JavaScript by declaring its definition again. The existing definition is accessible to override by the **prototype** property. Consider the below example, **split()** is an built-in method for a string object .Its default behaviour to break the specified string to an array and is a member function of **String** class. But we have overridden its definition using its prototype property.

Below screenshot shows the inbuilt behaviour of **split()** method. It has divided the string into an array of element.

The screenshot shows the Firebug console tab selected. The code block uses the `split` method on a string and logs the result. The output shows the original array returned by the method.

```
> var output1 = 'elephant'.split('e');
  console.log('before overriding : ',
  output1);
before overriding : [ "", "l", "phant" ]
```

The following screenshot shows the new overridden definition of **split ()** method. It is now normally returns string “**I am overriden**”.

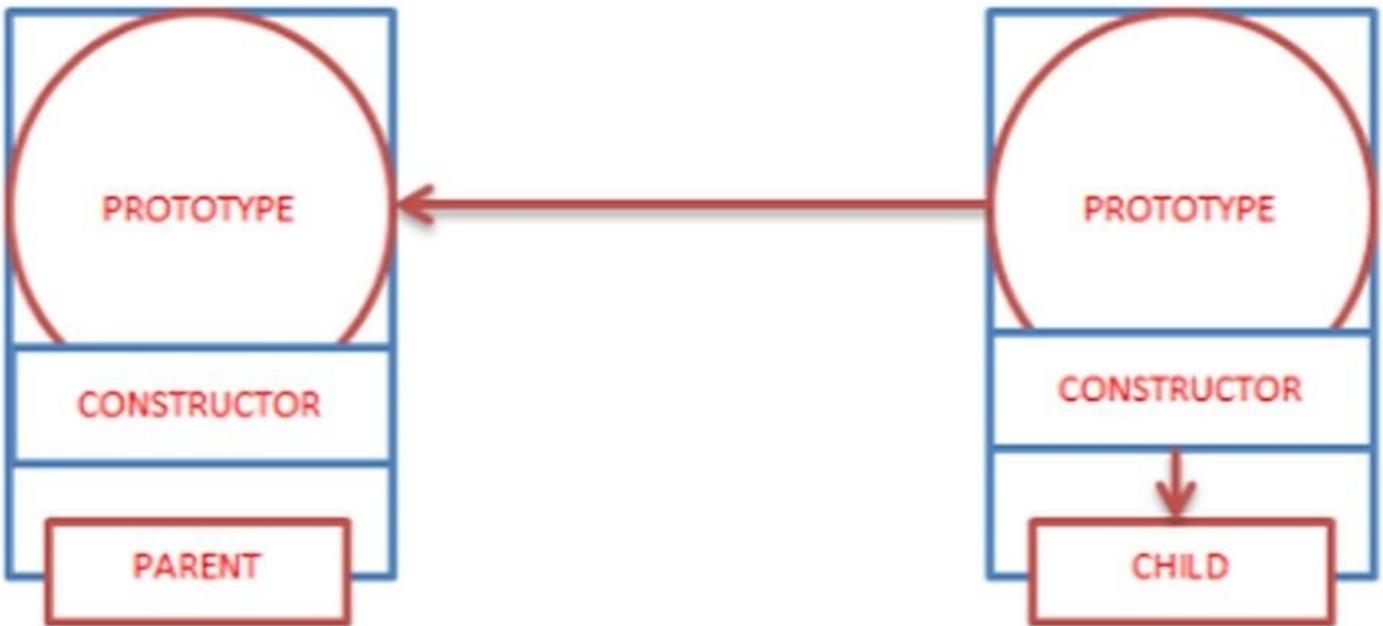
The screenshot shows the Firebug console tab selected. The code block first runs the inbuilt `split` method, then overrides it with a new function that always returns "I am overriden". Finally, it runs the overridden method. The output shows the original array and then the overridden string.

```
> var output1 = 'elephant'.split('e');
  console.log('before overriding : ',
  output1);
before overriding : [ "", "l", "phant" ]
> String.prototype.split =
function(param){      ..."};
  console.log("after overriding : ",
  output2);
after overriding : I am overriden
```

Q. How to inherit from a class?

ANSWER

Inheritance can be achieved in JavaScript using **prototype** property.



We need to follow 2 steps to create an inheritance.

Step1:

Child class prototype should point to parent class object.

```
<ChildClassName>.prototype = new <ParentClass>();
```

Step2:

Reset the child class prototype constructor to point self.

```
<ChildClassName>.prototype.constructor=<ChildClassName>
```

Example:

Below example shows **ScienceStudent** class as a child class of **Student** class. As the method **showMyType()** is available for ScienceStudent object.

```
function Student(name){
this.name=name;
}
Student.prototype.sayMyType = function(){
console.log("I am student type")
}
function ScienceStudent(name){
}
ScienceStudent.prototype = new Student();
ScienceStudent.prototype.constructor = ScienceStudent;
var student2 = new ScienceStudent('sangeeta');
console.log(student2.sayMyType());
```

Check out the below screen shot for the output of the above code in the developer console.

```
> function Student(name){  
    this.name=name;  
}  
Student.prototype.sayMyType = function(){  
    console.log("I am student type")  
}  
function ScienceStudent(name){  
}  
ScienceStudent.prototype = new Student();  
ScienceStudent.prototype.constructor = ScienceStudent;  
var student2 = new ScienceStudent('sangeeta');  
console.log(student2.sayMyType());  
  
I am student type
```

To test the type of an object belongs to a class or not **instanceOf** can be used. This returns a Boolean value, **TRUE** for an object belongs to a class or else **FALSE**. Check the below screen shot for the test of student2 object using **instanceOf**.

```
> student2 instanceof Student  
true  
> student2 instanceof ScienceStudent  
true  
> |
```

Q. What is differential inheritance?

ANSWER

Differential Inheritance is a common prototype-oriented model that uses the concept that most objects are derived from other, more generic objects, and only differ in a few small aspects. Each object maintains a reference to its prototype and a table of properties that are different.

Q. What is Object.create() method do?

ANSWER

ECMAScript 5.1 has this method in its specification. This method can be used to create a new object with given prototype object and properties. The syntax of this method is listed below.

`Object.create(proto[, propertiesObject])`

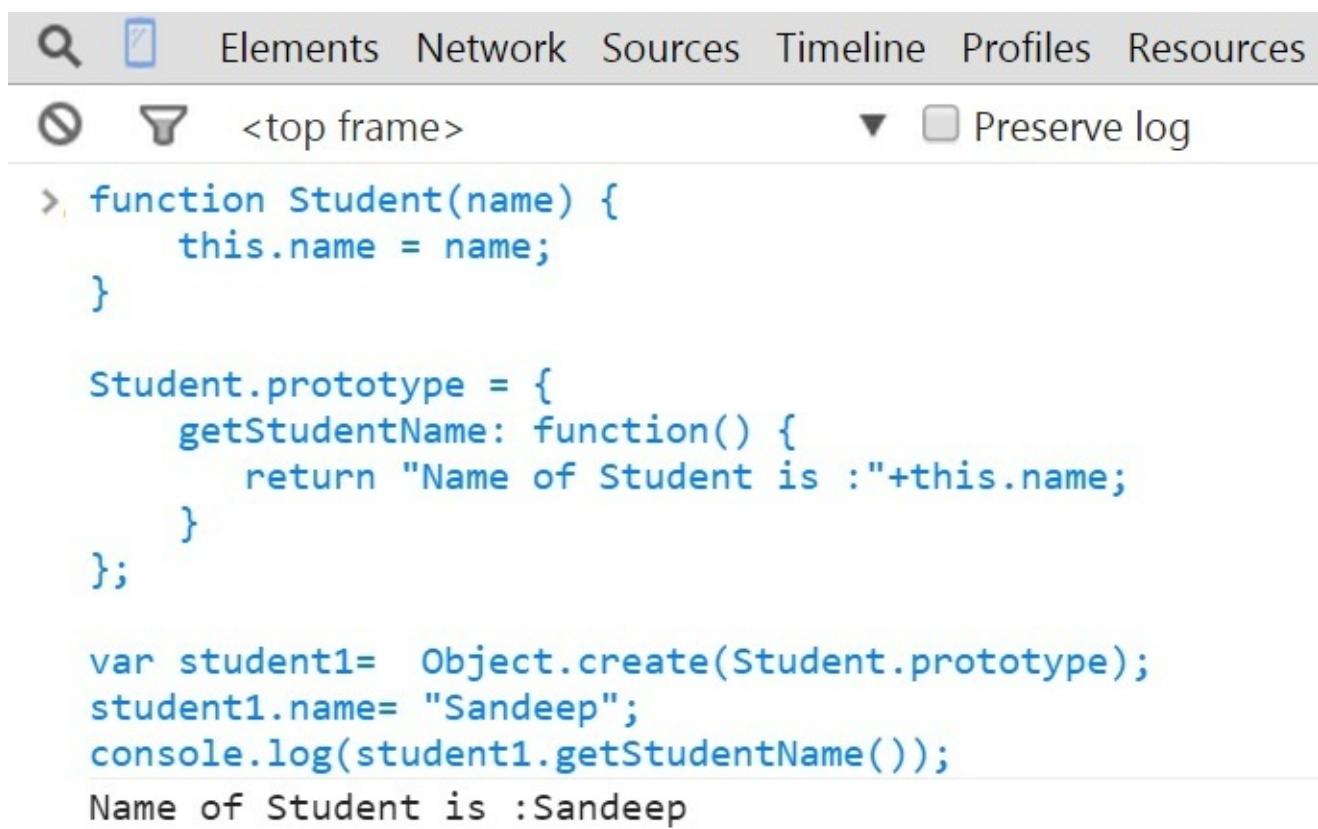
Example:

Below code has a Student class function with name property and the prototype object has a method `getStudentName()` which return the name of the student. A new `student1` object has been creates using `Object.create()` method by passing the prototype object of Student with value of the name as sandeep. Then the `getStudentName()` method is called on `student1` object

and logged in the console.

```
function Student(name) {  
    this.name = name;  
}  
Student.prototype = {  
    getStudentName: function() {  
        return "Name of Student is :" + this.name; }  
};  
  
var student1 = Object.create(Student.prototype); student1.name = "Sandeep";  
console.log(student1.getStudentName());
```

The following screenshot shows the output of the above code in the developer console.



The screenshot shows a browser's developer tools with the 'Elements' tab selected. In the script pane, the following code is shown:

```
> function Student(name) {  
    this.name = name;  
}  
  
Student.prototype = {  
    getStudentName: function() {  
        return "Name of Student is :" + this.name;  
    }  
};  
  
var student1= Object.create(Student.prototype);  
student1.name= "Sandeep";  
console.log(student1.getStudentName());
```

The output pane shows the result of the `console.log` statement:

```
Name of Student is :Sandeep
```

Q. Write a polyfill for `Object.create()` method if it is not present in the browser?

ANSWER

ECMAScript 5.1 has this method in its specification. If the browser is old then `Object.create()` method is not present. To resolve this we need to write a polyfill. Below code shows the polyfill for `Object.create()` method.

```
//check if create method is present inside Object if (typeof Object.create != 'function') {  
//define the create method  
Object.create = (function() {  
    var Object = function() {};  
  
    return function(prototype) {  
        if (arguments.length > 1) {  
            throw Error('Second argument not supported');  
        }  
        else {  
            var obj = new Object();  
            Object.prototype = prototype;  
            return obj;  
        }  
    };  
});  
}  
else {  
    //do nothing  
}
```

```

}

if (typeof prototype != 'object') {
  throw TypeError('Argument must be an object');
}

Object.prototype = prototype;
var result = new Object();
Object.prototype = null;
return result; };
})();
}

```

The above code checks if the `create()` method is already present inside the `Object` using `if` condition and comparing its type to `function`. If this condition true it means the `create()` method is not present. Then the polyfill code block gets executes and assigns the empty object to `Object.create` property.

Q. What is the purpose of `Object.defineProperties()` method? ANSWER

ECMAScript 5.1 provides `Object.defineProperties()` method to create new properties to a defined object. It provides many configuration options to initialize these members. Below code shows the use of this method.

```

function Student(name) {
  this.name = name;
}

var student1 = Object.create(Student.prototype),
  properties ={
    "subject": {
      value: "Computer",
      writable: true,
      enumerable:true
    },
    "marks": {
      value: 0,
      writable: false,
      enumerable:true
    }
  };
Object.defineProperties(student1, properties);
student1.name = "Sandeep";
student1.subject ="Mathematics";
student1.marks=75;
console.log(student1);

```

In the above code a `student1` object created using `Object.create()` method. Then some new properties like `subject` and `marks` are added to this object. The `enumerable` option decided whether the property can be enumerated as own property. `Writable` property decides whether the property is modifiable or not. The `value` property takes the default value of the property.

Below screenshot shows the output of the above code in the developer console.

The screenshot shows a browser's developer tools with the "Console" tab selected. The console interface includes icons for search, refresh, and filter, followed by tabs for Elements, Network, Sources, Timeline, Profiles, Resources, and Audits. Below these is a dropdown menu and a checkbox for "Preserve log". The main area displays the following JavaScript code and its execution results:

```
> function Student(name) {
    this.name = name;
}
var student1 = Object.create(Student.prototype),
properties ={
    "subject": {
        value: "Computer",
        writable: true,
        enumerable:true
    },
    "marks": {
        value: 0,
        writable: false,
        enumerable:true
    }
};
Object.defineProperties(student1, properties);
student1.name = "Sandeep";
student1.subject ="Mathematics";
student1.marks=75;
console.log(student1);
Object {subject: "Mathematics", marks: 0, name: "Sandeep"}
```

Q. How can you distinguish scope and context in JavaScript? ANSWER

Scope pertains to the visibility of variables and context refers to the object to which a method belongs and can be changed by using call or applies.

Q. What are two ways in which the variable can be assigned to an empty object?

ANSWER

When creating a new empty object, you can instantiate the `Object()` constructor or you can simply create an empty object literal. In either case, you can then add properties to the new object. The syntax of creating empty object is listed below.

```
var aEmptyObject= new Object();
```

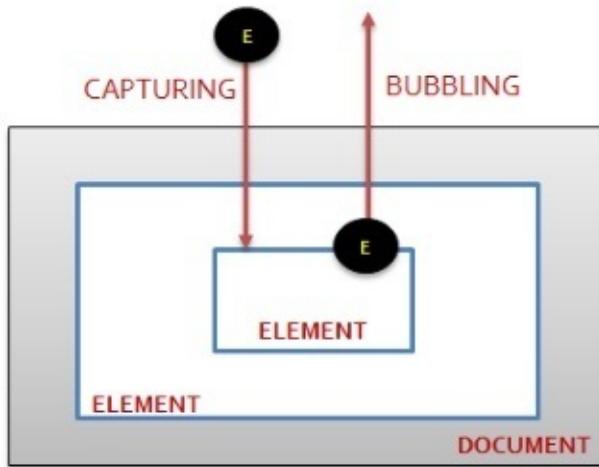
```
var aEmptyObject= {};
```


Chapter 2 Questions on Event

Q. How Event works?

ANSWER

Event propagation follows two phases **capturing** and **bubbling** phase.



Capturing Phase:

In this phase, event first makes its way **downwards** from the **DOCUMENT** to the **target** element by passing all inner elements.

Bubbling Phase:

In this phase event makes its way back **upwards** from the **target** element to **DOCUMENT** by passing all outer wrapped elements.

Q. How to attach event to an element?

ANSWER

According to DOM Level 2 Event Specification an event can be attached to an element using **addEventListener()** method using **three** arguments.

Syntax:

<element>.addEventListener(<eventname>,<eventcallback>,<bo oleanphase>)

eventname:

Represents type of event as String parameter. For Example click, mouseover, mouseout etc.

eventcallback :

This represents the callback function to be called for the event to be handled.

booleanphase :

This represents the phase of the event where the listener is attached. A FALSE value represents the bubbling phase and a TRUE value represents a capturing phase.

Example:

A click event listener is added to the document which alerts a message when click occur.

```
document.addEventListener('click', function () { alert("Insider Event Listener"); },false);
```

Q. How to attach event prior to IE9 browser version? **ANSWER**

In IE older browser an event can be attached to an element using `attachEvent()` method. Only For bubbling phase a listener can be added.

Syntax:

```
<element>.attachEvent(<eventname>,<eventcallback>)
```

Example:

A click event listener is added to the document which alerts a message when click occur. Below screenshot shows adding a click event in IE 10 developer toolbar.

The screenshot shows the IE 10 developer toolbar with the 'Console' tab selected. The console output is as follows:

```
File Find Disable View Images Cache Tools Validate | Browser Mode: IE10 Document Mode: Standards
HTML CSS Console Script Profiler Network
>> document.attachEvent('onclick',function () {
    console.log("Insider Event Listener");
});
true
Insider Event Listener
```



```
document.attachEvent('onclick',function () {
    console.log("Insider Event Listener");
});
```

Except IE, the other browser added by `addEventListener()` method. Below screenshot shows the demonstration this method in Firebug.

The screenshot shows the Firebug interface with the 'Console' tab selected. The console output is as follows:

```
Console ▾ HTML CSS Script DOM Net Cookies Page Speed Typography
Clear Persist Profile All Err Run Clear Copy Pretty Print History
Inside Event Handler Method 1 var handlerMethod = function(e) {
                                console.log("Inside Event Handler Method");
                            }
                            2
                            3
                            4
                            5
                            6
document.addEventListener('click',handlerMethod);
```

Q. How to remove event listener?

ANSWER

According to DOM Level 2 Event Specification an Event Listener can be removed using `removeEventListener()` method. For IE browsers `detachEvent()` method must be used. The following screenshot shows detaching click event handler from document for IE browser.

The screenshot shows the Firefox developer tools interface with the 'Console' tab selected. The console output displays two snippets of JavaScript code. The first snippet defines a function 'handlerMethod' that logs 'Insider Event Listener' to the console and then removes its own event listener. The second snippet does the same. Both snippets use the 'document.detachEvent' method.

```

>> var handlerMethod = function () {
    console.log("Insider Event Listener");
}
document.detachEvent ('onclick',handlerMethod );

var handlerMethod = function () {
    console.log("Insider Event Listener");
}
document.detachEvent ('onclick',handlerMethod );

```

The following screenshot shows removing click event handler from document for Firefox browser.

The screenshot shows the Firefox developer tools interface with the 'Console' tab selected. The console output shows a sequence of operations: defining a function 'handlerMethod', logging 'Inside Event Handler Method' to the console, adding a 'click' event listener to the document, and then removing it. The code uses the 'removeEventListener' method.

```

var handlerMethod = function(e) {
    console.lo...ment.removeEventListener('click', handlerMethod);
}

var handlerMethod = function(e) {
    console.log("Inside Event Handler Method");
}
document.addEventListener('click', handlerMethod);
document.removeEventListener('click', handlerMethod);

```

Q. How setTimeout() and clearTimeout() function works? ANSWER

The **setTimeout()** method calls a function or evaluates an expression **once** after a specified number of milliseconds. **clearTimeout()** method stop the execution of the function specified in the **setTimeout()** method.

Syntax:

`var timeOut = setTimeout(function,milliseconds,lang)` `clearTimeout(timeOut)`

Below code shows the demonstration of these time out methods.

```

var timeOutHandler= function(){
console.log("inside Time Now ", new Date().getSeconds()); clearTimeout(timeOut)
}
console.log("Time Now ", new Date().getSeconds()); var timeOut =
setTimeout(timeOutHandler,4000);

```

Below screenshot show the execution of the **timeOutHandler()** method after 4 seconds.

The screenshot shows the Firefox developer tools interface with the 'Console' tab selected. The console output demonstrates the execution of the 'timeOutHandler' function. It shows the initial call to 'setTimeout', followed by the execution of the function body (logging 'inside Time Now' and clearing the timeout), and finally the log of the current time ('Time Now').

```

> var timeOutHandler=
function() {
console.lo... var timeOut =
setTimeout(timeOutHandler,4000);
Time Now 7
inside Time Now 11
1  var timeOutHandler= function() {
2      console.log("inside Time Now ", new Date().getSeconds());
3      clearTimeout(timeOut)
4  }
5  console.log("Time Now ", new Date().getSeconds());
6  var timeOut = setTimeout(timeOutHandler,4000);|

```

Q. How setInterval() and clearInterval() function works? ANSWER

The **setInterval()** method calls a function or evaluates an expression in specified **interval** of milliseconds. **clearInterval()** method stop the execution of the function specified in the **setInterval()** method.

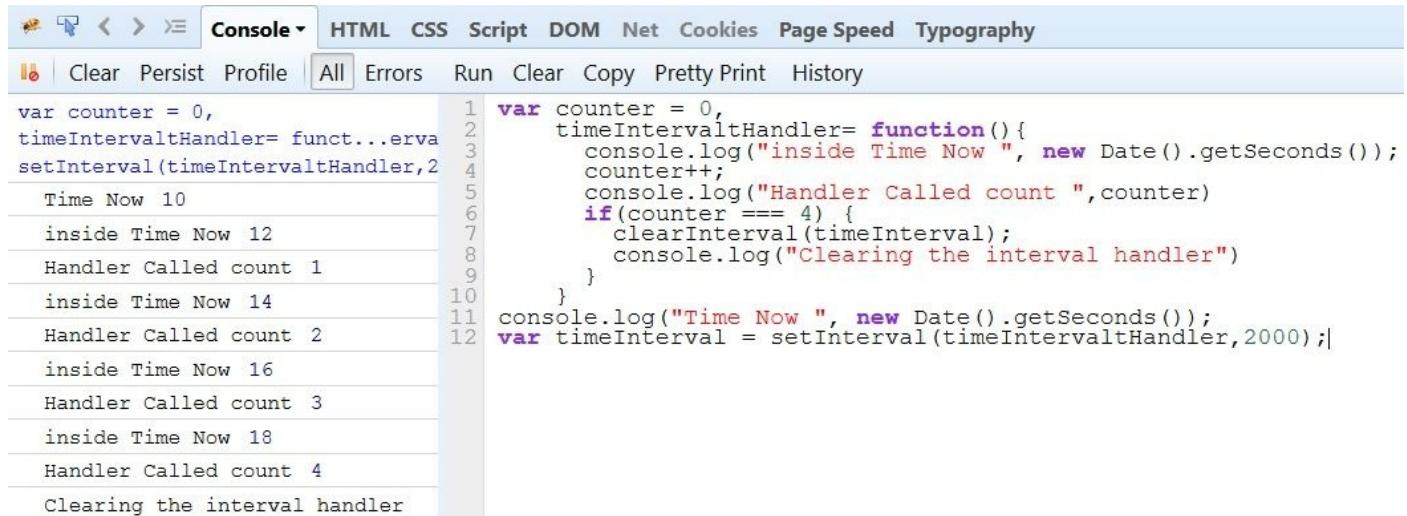
Syntax:

```
var timeInterval = setInterval(function, milliseconds) clearInterval(timeInterval)
```

Below code demonstrate these interval handlers.

```
var counter = 0,  
timeIntervalHandler= function(){  
console.log("inside Time Now ", new Date().getSeconds()); counter++;  
console.log("Handler Called count ",counter)  
if(counter === 4) {  
  
clearInterval(timeInterval);  
console.log("Clearing the interval handler")  
}  
}  
}  
console.log("Time Now ", new Date().getSeconds()); var timeInterval =  
setInterval(timeIntervalHandler,2000);
```

Below screenshot shows the handler called every 2 second for 4 times .After 4th called **clearInterval()** remove the execution.



```
Console -> HTML CSS Script DOM Net Cookies Page Speed Typography  
Clear Persist Profile All Errors Run Clear Copy Pretty Print History  
var counter = 0,  
timeIntervalHandler= function(){  
    console.log("inside Time Now ", new Date().getSeconds());  
    counter++;  
    console.log("Handler Called count ",counter)  
    if(counter === 4) {  
        clearInterval(timeInterval);  
        console.log("Clearing the interval handler")  
    }  
}  
console.log("Time Now ", new Date().getSeconds());  
var timeInterval = setInterval(timeIntervalHandler,2000);  
  
Time Now 10  
inside Time Now 12  
Handler Called count 1  
inside Time Now 14  
Handler Called count 2  
inside Time Now 16  
Handler Called count 3  
inside Time Now 18  
Handler Called count 4  
Clearing the interval handler
```


Chapter 3 Closure

Q. What is Closure?

ANSWER

A closure is an inner function that has access to the outer wrapped function's variables. It has three different scope accesses:- **Self-scope:**

It has access to properties present in its own scope.

Wrapped function's scope:

It has access to the properties present from its enclosing function.

Global Scope:

It has access to the properties present in global scope that is window scope.

Example:

The inner function still has the access to prop1 though prop1 belongs to outer function scope.

```
function myOuterFunction(){ var prop1 = 5;
return function innerFunction(){
    return prop1;
}
}
var res = myOuterFunction(); console.log(res.name);
console.log(res());
```

Below screenshot shows the output of the above code in the console.

```
Elements Resources Network Sources Timelir
> function myOuterFunction(){
  var prop1 = 5;
  return function innerFunction(){
    return prop1;
  }
}
var res = myOuterFunction();
console.log(res.name);
console.log(res());
innerFunction
5
```

Q. Give an example of practical implication of closure concept? **ANSWER**

In web page development closures are more frequently used by the developers. A most common scenario is when we need some kind of factory which will return a function object with different value that can be used by application.

Example:

The following code has a background color factory named `backgroundColorFactory` which returns a function with an input color. Using this factory we have created `greenBackground` and `blueBackground` function objects and binded with the 2 buttons. Once user clicks these buttons the background color of the body is changed to the targeted color.

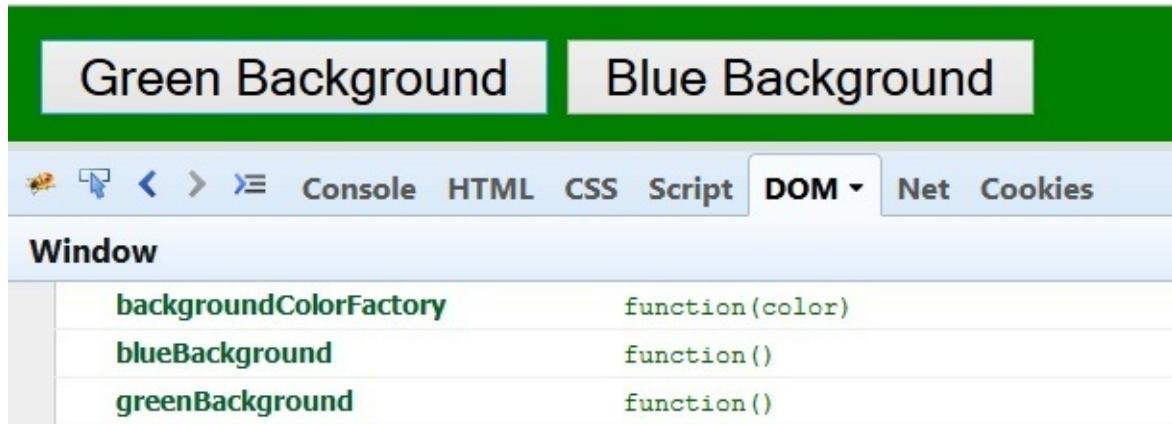
```

<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Practical Closure Example</title>
</head>
<body>
<button id="greenButton">Green Background</button> <button id="blueButton">Blue Background</button> <script>
var backgroundColorFactory = function(color) { return function() {
document.body.style.background = color; }};
var greenBackground = backgroundColorFactory('green'); var blueBackground =
backgroundColorFactory('blue');

document.getElementById('greenButton').onclick = greenBackground;
document.getElementById('blueButton').onclick = blueBackground;
</script>
</body>
</html>

```

The output of the above code is listed in below screenshot.



Q. Emulate the private data using closure?

ANSWER

The following code demonstrates the declaration of private variable `_name`. It means we can assign the `_name` value using `Student` constructor with a new keyword.

```

function Student(name) { var _name = name;
this.getName = function() { return _name;
};
}

var student1 = new Student("Sandeep"); student1 ._name = "John";
console.log(student1.getName());

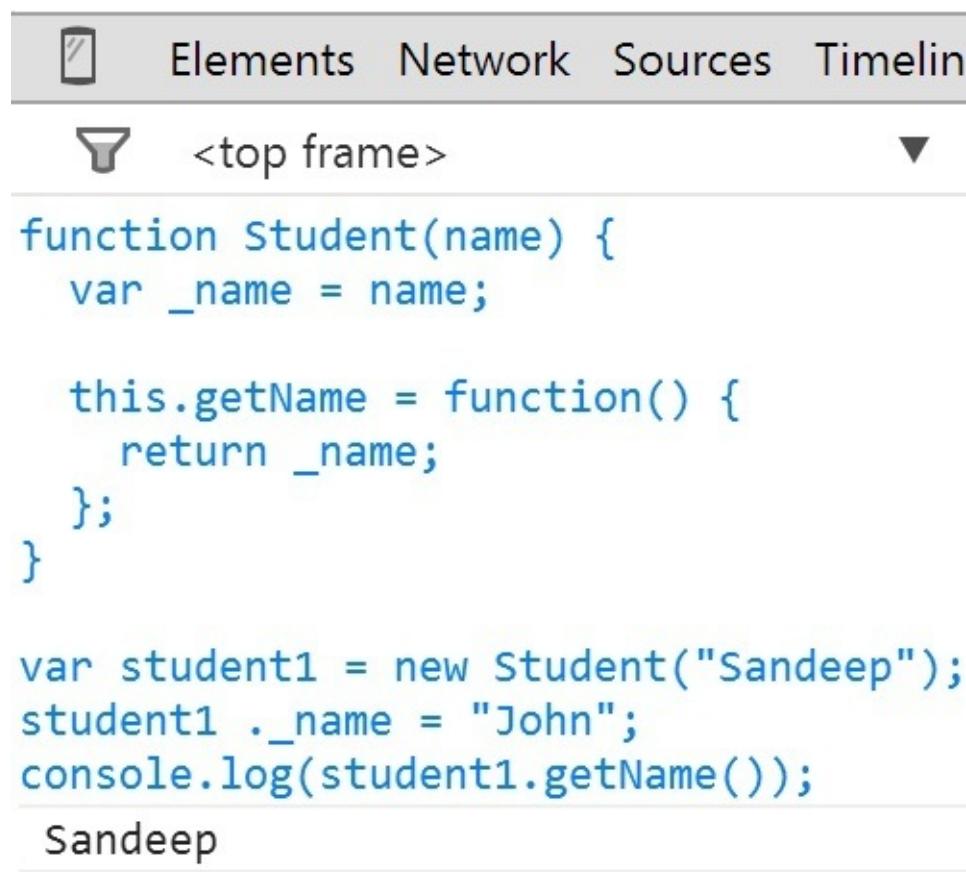
```

The details of the previous code are as follows:

A Student object **student1** is created with `_name` has value **Sandeep**.

A new name value **John** is assigned to `_name` but the `getName()` method prints **Sandeep** to the console. It proves `_name` is private.

The following screenshot shows the Chrome console with the output of the previous code.



The screenshot shows the Chrome DevTools interface with the "Console" tab selected. The code area contains the following JavaScript:

```
function Student(name) {  
    var _name = name;  
  
    this.getName = function() {  
        return _name;  
    };  
}  
  
var student1 = new Student("Sandeep");  
student1 ._name = "John";  
console.log(student1.getName());
```

The output area shows the result of the `console.log` statement:

```
Sandeep
```


Chapter 4 Questions on JSON

Q. What is JSON ?

ANSWER

The JSON text format is syntactically identical to the code for creating JavaScript objects. JSON is only a subset of JS object literal notation, but apart from looking similar, they have nothing in common. JSON is used as data exchange format, like XML. JSON is built on two structures:

A collection of name/value pairs. In various languages, this is realized as an object, record, struct, dictionary, hash table, keyed list, or associative array.

An ordered list of values. In most languages, this is realized as an array, vector, list, or sequence.

Q. Why does Google prepend while (1); to their JSON responses? **ANSWER**

It prevents JSON hijacking. This is to ensure some other site can't do nasty tricks to try to steal data. By replacing the array constructor, then including this JSON URL via a `<script>` tag, a malicious thirdparty site could steal the data from the JSON response. By putting a `while(1);` at the start, the script will crash instead. A same-site request using XHR and a separate JSON parser, on the other hand, can easily ignore the `while(1);` prefix.

Q. What is JSONP ?

ANSWER

JSONP stands for “**JSON with Padding**”. It means JSON data wrapped in a function call. A callback (processing/padding) function already defined in the Web page at the time of requesting remote JSON data.

Example :

The below JavaScript code shows a callback function `paddingFunction()` for a remote URL `//abcdurl` .

```
function paddingFunction(data){  
    console.log("response data processing code")  
}  
var script = document.createElement('script');  
script.src = '//abcdurl?callback=paddingFunction'  
document.getElementsByTagName('head')[0].appendChild(script);
```

Q. Why use JSON over XML ?

ANSWER

The following points are in favor of JSON over XML format:

JSON can contain Integer, String, List, Arrays. XML is just nodes and elements that needs to be parsed into Integer, String and so on before it is used by your application. JSON is smaller, faster and lightweight compared to XML. So for data delivery between servers and browsers, JSON is a better choice.

JSON is best for use of data in web applications from web services because of JavaScript which supports JSON. The overhead of parsing XML nodes is more compare to a quick look up in JSON.

For a newbie, JSON might look complex to read and understand because of its structure

unless it is well written with all brackets and commas properly indented. JSON can be mapped more easily into object oriented system.

JSON and XML both use Unicode and thus support Internationalization.

JSON is a better data exchange format. XML is a better document exchange format.

JSON is less secure because of absence of JSON parser in browser.

If the data is in XML, you can write an XSLT template and run it over the XML to output the data into another format: HTML, SVG, plain text, comma-delimited, even JSON.

When you have data in JSON, it's pretty much stuck there. There's no easy way to change it into another data format. So here, XML scores over JSON.

Q. What is MIME type for JSON?

ANSWER

The MIME type for JSON is **application/json**.

Q. What data types are supported by JSON?

ANSWER

Different data types supported by JSON are Number, String, Boolean, Array, Object, null.

The following code shows a JSON object containing different data types:

```
{ name: "Sandeep",
  score: 65,
  isPassed: true,
  subject: ["Computer", "Algebra"],
  address: { city: "Bangalore", country: "India" },
  email: null
}
```

The following screenshot shows the above JSON object in a chrome developer console with all properties listed in key value pair.

Elements Network > Pres

<top frame>

▼ Object {name: "Sandeep", score: 65, isPassed: true, subject: Array[2], address: Object...} ⓘ

▼ address: Object

- city: "Bangalore"
- country: "India"
- __proto__: Object

email: null

isPassed: true

name: "Sandeep"

score: 65

▼ subject: Array[2]

- 0: "Computer"
- 1: "Algebra"
- length: 2
- __proto__: Array[0]
- proto : Object

Q. What is the role of JSON.stringify() method?

ANSWER

JSON.stringify() turns an object into a JSON text and stores that JSON text in a string. The following screenshot shows the use of **stringify()** method:

Elements Network Sources Timeline >

<top frame>

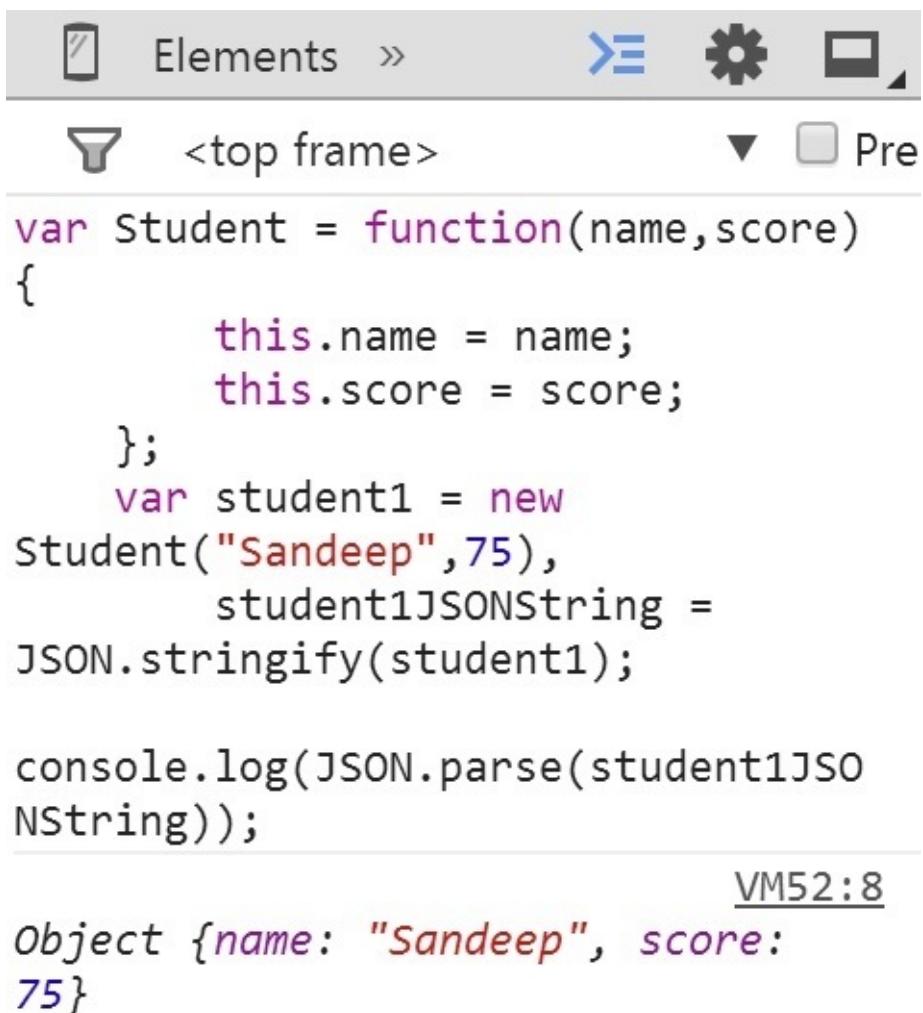
▼ Preserve log

```
> var Student = function(name,score){  
    this.name = name;  
    this.score = score;  
};  
var student1 = new Student("Sandeep",75);  
console.log(JSON.stringify(student1));  
{"name":"Sandeep","score":75}
```

Q. What is the role of JSON.parse() method?

ANSWER

The **JSON.parse()** method parses a string as JSON, optionally transforming the value produced by parsing. The following screenshot shows the use of **JSON.parse()** method to convert the student1 JSON string to a JSON object.



The screenshot shows the Chrome DevTools Elements tab. The code being run is:

```
var Student = function(name,score)
{
    this.name = name;
    this.score = score;
};
var student1 = new
Student("Sandeep",75),
student1JSONString =
JSON.stringify(student1);

console.log(JSON.parse(student1JSONString));
```

The output of the log statement is:

VM52:8
Object {name: "Sandeep", score: 75}

Q. What is the complete syntax of JSON.parse() method? ANSWER

The complete syntax for **JSON.parse()** method is as follows:

`JSON.parse(text[, reviver])`

The details of the above syntax are as follows:

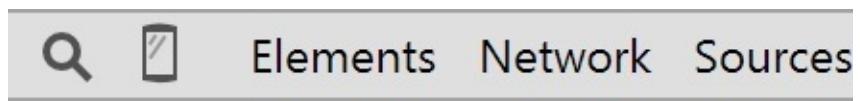
Text: It represents the string to parse as JSON.

Reviver: It represents a function, prescribes how the value originally produced by parsing is transformed, before being returned.

Q. How to convert date object to JSON?

ANSWER

The **toJSON()** method can convert the date object to JSON. The following screenshot shows the use of **toJSON()** method for a date object in chrome console.



✖️ Filter <top frame> ▼

> new Date().toJSON();
< "2015-02-21T18:39:01.516Z"

Chapter 5 Questions on DOM

Q. What is DOM ?

ANSWER

Document Object Model (DOM) is a programming API for HTML and XML document. JavaScript is most widely used language to access these DOM API properties and methods.

Q. What are the different objects involved in DOM ? **ANSWER**

According to DOM Level 2 specification it has following main objects.

Attribute : Represents an element attribute. **Attributes**: Represents a collection of attribute. **CDataSection** : Represents an XML CDATA section. **Comment**: Represents an XML comment. **Document**: Represents an XML document. **Element**: Represents an XML element node. **Node**: Represents a generic node object in an XML document.

NodeList: Represents an ordered collection of node objects.

ProcessingInstruction: Represents an XML processing instruction.

TextNode: Represents an XML text node.

Q. What are the different properties involved in DOM ? **ANSWER**

According to DOM Level 2 specification it has following main properties

name : It has the name of the Attribute.

namespaceURI: It represents namespace URI of the node.

nextSibling: It contains the next sibling of the Node in document source order.

nodeName : This represents name of the node. **nodeType**: It represents type of the node.

nodeValue: It has value of the node.

ownerDocument: It has reference to the Document object that contains the Node.

ownerElement : It has reference of the Element to which the Attribute belongs.

parentNode: It represents parent Node to which the node belongs.

prefix: It represents namespace prefix of the node.

previousSibling : It has the previous sibling of the Node in document source order.

text: It has contents of all the text nodes contained by the Node and any element nodes that it contains.

value : It has value of the Attribute.

attributes: Represents collection of Attribute objects.

childNodes : Represents NodeList collection of node objects.

data: Represents text stored within a TextNode, CDataSection, or Comment.

documentElement: It contains root element node of the document.

firstChild: This is first child of the Node in document source order.

lastChild: This is the last child of the Node object in document source order.

length: It represents number of elements in the collection.

localName: It has local name of the node..

Q. What is windows load event?

ANSWER

Load event occurs generally fired after the object is completely loaded. Window load event is event occurs when images, script files, CSS files and other dependencies get loaded. Below screenshot shows use of load event.



The screenshot shows a browser developer tools window with the "HTML" tab selected. A script block within the body of an HTML document is highlighted with a blue selection bar. The code within the script block is as follows:

```
<!DOCTYPE html>
<html>
  <head>
  <body>
    <h2 id="message">Load Handler Fired</h2>
    <script>
      1
      2      var loadHandler = function() {
      3        var element = document.querySelector("#message");
      4        element.innerHTML="Load Handler Fired"
      5      }
      6      window.onload = loadHandler;
      7
    </script>
  </body>
</html>
```

Q. What is DOM ready event?

ANSWER

DOM ready event get fired when elements are get loaded to browser. It does not wait for images and other files loaded. We can listen to this event by attaching a callback method. A method can be added to **readystatechange** or **DOMContentLoaded**.The below code shows the use of these events.

```
<!DOCTYPE html>
<html>
  <head>
    <title>Window Ready Event Example</title>
    <script>
      var readyHandler = function(){
        var element = document.querySelector("#message1"); element.innerHTML = "Ready
Handler Fired : readystatechange <span style='color:blue'>" + new Date() +
      }
      document.onreadystatechange = readyHandler; </script>
      <script>
        document.addEventListener("DOMContentLoaded",
```

```

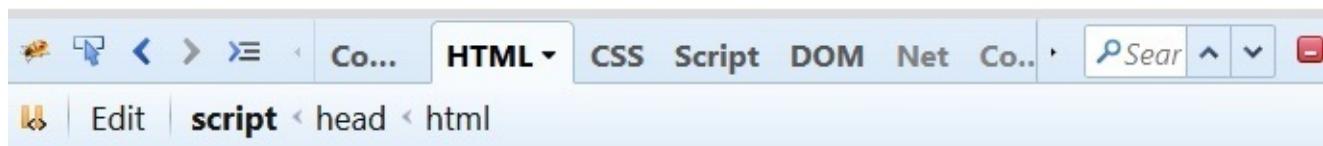
function(event) {
var element = document.querySelector("#message2"); element.innerHTML = " Ready
Handler Fired :
DOMContentLoaded <span style='color:red'>" +new
Date() + "</span>";
});
</script>
</head>
<body>
<h2 id="message1">
</h2>
<h2 id="message2">
</h2>
</body>
</html>

```

The following screenshot shows the output of the above code.

**Ready Handler Fired : readystatechange Sun Jul 20 2014 20:14:40
GMT+0530 (India Standard Time)**

**Ready Handler Fired : DOMContentLoaded Sun Jul 20 2014
20:14:40 GMT+0530 (India Standard Time)**



```

<!DOCTYPE html>
<html>
  <head>
    <title>Window Ready Event Example</title>
    <script>
      <script>
        ...
    </script>
  </head>
  <body>
    <h2 id="message1">
    <h2 id="message2">
  </body>
</html>

```

Q. What is query selector in DOM?

ANSWER

DOM provides **querySelector()** and **querySelectorAll()** methods for selecting DOM elements. **querySelector()** method return a single element which matches first in the DOM. **querySelectorAll()** method return a node list of matched elements. Below code demonstrates the use of these methods in selecting elements from DOM.

```
<!DOCTYPE html>
<html>
<head>
<title>Document Query Selector Example</title>
</head>
<body>
<h5 class="name">Sandeep Kumar Patel</h5>
<h4 class="country">India</h4>
<h4 class="country">UK</h4>
<h5 class="name">Surabhi Patel</h5>
<h4 class="country">US</h4>
<h4 id="my-score">520</h4>
<script>
var element = document.querySelector( "#my-score" ); element.style.color="red";
var elements = document.querySelectorAll("h4#my-score,
h5.name");
for (var item of elements) {
item.style.fontStyle = "Italic";
}
var aElement = document.querySelector( "h4.country, h4#my-score" );
aElement.style.background = "orange";
</script>
</body>
</html>
```

The following screenshot shows the output of the above code in Browser.

Sandeep Kumar Patel

India

UK

Surabhi Patel

US

520

Q. What is primary Data Type of DOM?

ANSWER

Node interface is the primary data type of DOM. It represents a single item from DOM tree. Document, Element, CharacterData, ProcessingInstruction, DocumentFragment, DocumentType, Notation, Entity, EntityReference interface inherits from Node interface.

Q. What is document fragment in DOM?

ANSWER

DocumentFragment is a light weight version of DOM. It does not have any parent class. It is generally used by the developer as a temporary storage of DOM elements. Below code shows an Example of creating document fragment and adding HTML element to it and finally placing it to the body of the DOM.

```
<!DOCTYPE html>
<html>
<head>

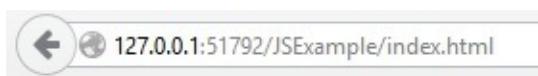
<title>DocumentFragment Example</title>
</head>
<body>

<script>
var aFragment = document.createDocumentFragment(), aHTMLElement =
document.createElement("h2"), aTEXTElement =
document.createTextNode("SANDEEP");

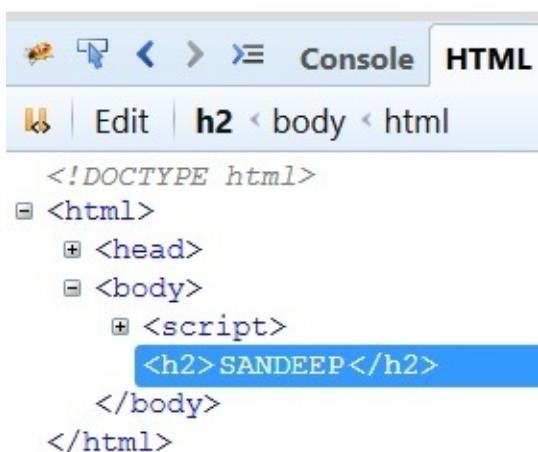
aHTMLElement.appendChild(aTEXTElement);
aFragment.appendChild(aHTMLElement);
document.body.appendChild(aFragment);

</script>
</body>
</html>
```

Below screenshot shows an h2 element with a child text node containing value SANDEEP is placed inside document fragment. Finally the document fragment is appended as a child to the body element.



SANDEEP



Q. Which is basic object of DOM?

ANSWER

Node is most basic object of DOM. It is the most common interface from which lot of other DOM object are inherited. The following interfaces all inherit from Node its methods and properties: Document, Element, CharacterData, ProcessingInstruction, DocumentFragment, DocumentType, Notation, Entity, EntityReference. These interfaces may return null in particular cases where the methods and properties are not relevant. They may throw an exception - for example when adding children to a node type for which no children can exist.

Q. What are the common doctype declarations?

ANSWER

There are 8 different type of doctype declaration and are listed below.

HTML 5: This document type is used in HTML5.

```
<!DOCTYPE html>
```

HTML 4.01 Strict : This DTD contains all HTML elements and attributes, but does NOT INCLUDE presentational or deprecated elements (like font). Framesets are not allowed.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"  
"http://www.w3.org/TR/html4/strict.dtd">
```

HTML 4.01 Transitional : This DTD contains all HTML elements and attributes, INCLUDING presentational and deprecated elements (like font). Framesets are not allowed.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"  
"http://www.w3.org/TR/html4/loose.dtd">
```

HTML 4.01 Frameset: This DTD is equal to HTML 4.01 Transitional, but allows the use of frameset content.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Frameset//EN"  
"http://www.w3.org/TR/html4/frameset.dtd">
```

XHTML 1.0 Strict : This DTD contains all HTML elements and attributes, but does NOT INCLUDE presentational or deprecated elements (like font). Framesets are not allowed. The markup must also be written as well-formed XML.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"  
"Strict//EN"  
"strict.dtd">
```

XHTML 1.0 Transitional: This DTD contains all HTML elements and attributes, INCLUDING presentational and deprecated elements (like font). Framesets are not allowed. The markup must also be written as well-formed XML.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"  
"Transitional//EN"  
"transitional.dtd">
```

XHTML 1.0 Frameset: This DTD is equal to XHTML 1.0 Transitional, but allows the use of frameset content.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN"  
Frameset//EN"  
frameset.dtd">
```

XHTML 1.1 : This DTD is equal to XHTML 1.0 Strict, but allows you to add modules (for example to provide ruby support for East-Asian languages).

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"  
“http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd” >
```


Chapter 6 Date Object

Q. What is a JavaScript Date Object?

ANSWER

JavaScript Date object returns time in that single moment. It contains the value in number of milliseconds since 1 January, 1970 UTC.

Q. What are the different ways to create a Date object? Or what are the different constructor forms of Date object?

ANSWER

JavaScript Date object has 4 overloaded constructors. These constructors are listed below.

```
new Date()  
new Date(milliseconds)  
new Date(dateString)  
new Date(year, month, day, hours, minutes, seconds, milliseconds)
```

Q. How to get 1st January 1970 in a date object, the date from where time is gets calculated?

ANSWER

1st January 1970 is the day from where the time is get calculated as number of milliseconds elapsed. It can be calculated by creating a new JS object with parameter 0. below screenshot demonstrate the date object with parameter 0.

The screenshot shows a browser's developer tools console. The tabs at the top are: Console (selected), HTML, CSS, Script, DOM, Net, Cookies. Below the tabs are buttons for Clear, Persist, Profile, Run, Clear, Copy, Pretty Print, and History. The console area contains the following code:

```
> var date = new  
      Date(0);  
      console.log(date)
```

On the right, the output is shown in three numbered steps:

- 1 `var date = new Date(0);`
- 2
- 3 `console.log(date)`

The final output is:
Date { Thu Jan 01 1970 05:30:00 GMT+0530 (India Standard Time) }

Q. How JavaScript counts months?

ANSWER

JavaScript counts months from 0 to 11 for the twelve months a year. 0 represents January and 11 represent December. Below screenshot shows the code for today's date that is July 23 and year 2014 and **getMonth()** returns 6.

The screenshot shows a browser's developer tools console tab labeled 'Console'. Below it is a toolbar with icons for Clear, Persist, Profile, All, Err, Run, Clear, Copy, Pretty Print, and History. The code input field contains:

```
var date = new Date();
console.log(date);
console.log(date.getMonth());
```

The output pane displays the results of the execution:

```
Date { Wed Jul 23 2014 22:37:46
GMT+0530 (India Standard
Time) }
```

Line numbers 1 through 5 are shown on the left of the output.

Q. When RangeError invalid date exception occurs?

ANSWER

When a date object is created with invalid date string and **toISOString()** method is applied to this invalid date then this RangeError occurs. Below screenshot shows '2014-13-13' string which is representing YYYY-MM-DD format where month is out of range produces the RangeError exception.

The screenshot shows a browser's developer tools console tab labeled 'Console'. Below it is a toolbar with icons for Clear, Persist, Profile, All, Errors, Wa, Run, Clear, Copy, Pretty Print, and History. The code input field contains:

```
' var date = new
Date('2014-13-13');
console.log(date.toISOString());'
```

The output pane shows the error message:

```
RangeError: invalid date
```

Line numbers 1 through 3 are shown on the left of the error message.

Chapter 7 Regular Expression

Q. What is Regular Expression in JavaScript?

ANSWER

Regular expressions are used for pattern matching in a string. A regular expression in JavaScript can be declared in two ways. Syntax for these two approaches is listed below.

```
var aRegExpression = new RegExp(pattern,modifiers); var aRegExpression =  
/pattern/modifiers;
```

The details of these syntaxes are as follows:

pattern : it represents the search string.

modifiers : it represents the conditional switches that will be applied to the pattern matching

Q. What are the methods of a regular expression?

ANSWER

There are 3 different methods for regular expressions are listed below.

exec() : scans for a matching string and returns the first matched string

test() : scans for a matching string and returns boolean value false or true.

toString() : This method returns the string value of a regular expression.

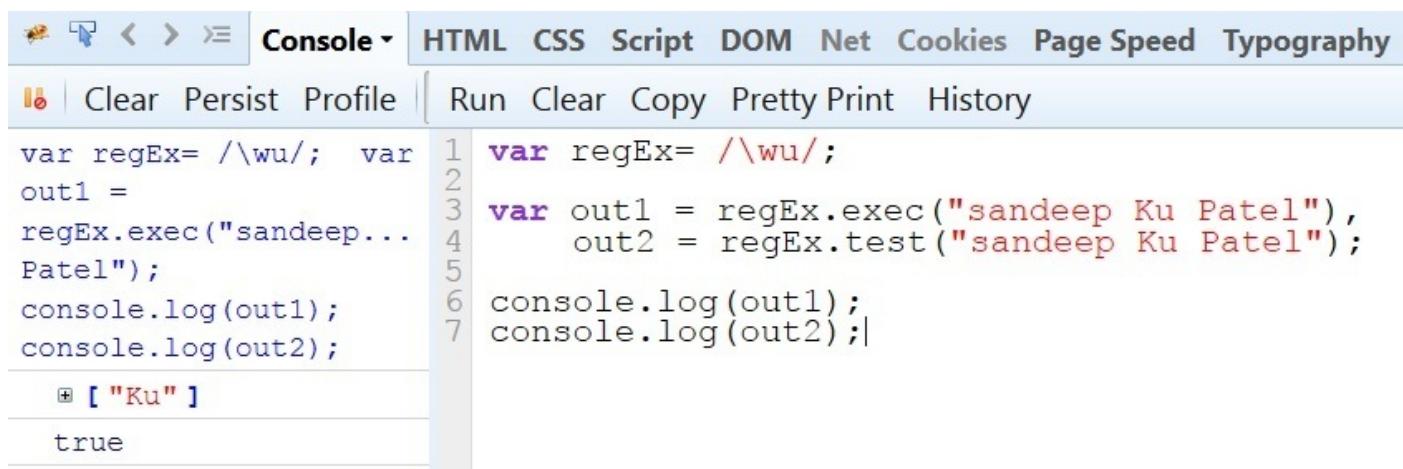
Q. What is the switch \w represents?

ANSWER

The \w represents an alphanumeric character. The following code demonstrate the use of \w switch .

```
var regEx= /\wu/; var out1 = regEx.exec("sandeep Ku Patel"), out2 = regEx.test("sandeep  
Ku Patel");  
  
console.log(out1);  
console.log(out2);
```

Below screenshot shows the output of the above code which pattern match any substring having alphanumeric character with 2nd character as u.



The screenshot shows a browser's developer tools console tab labeled "Console". The menu bar includes "HTML", "CSS", "Script", "DOM", "Net", "Cookies", "Page Speed", and "Typography". Below the menu, there are buttons for "Clear", "Persist", and "Profile". The main area shows the following code and its execution results:

```
var regEx= /\wu/; var  
out1 =  
regEx.exec("sandeep...  
Patel");  
console.log(out1);  
console.log(out2);
```

Execution results:

```
1  var regEx= /\wu/;  
2  var out1 = regEx.exec("sandeep Ku Patel");  
3  out2 = regEx.test("sandeep Ku Patel");  
4  console.log(out1);  
5  console.log(out2);|  
6  [ "Ku" ]  
7  true
```

Q. Write a Regular expression to reverse the first and last name? For example Sandeep Patel becomes Patel Sandeep.

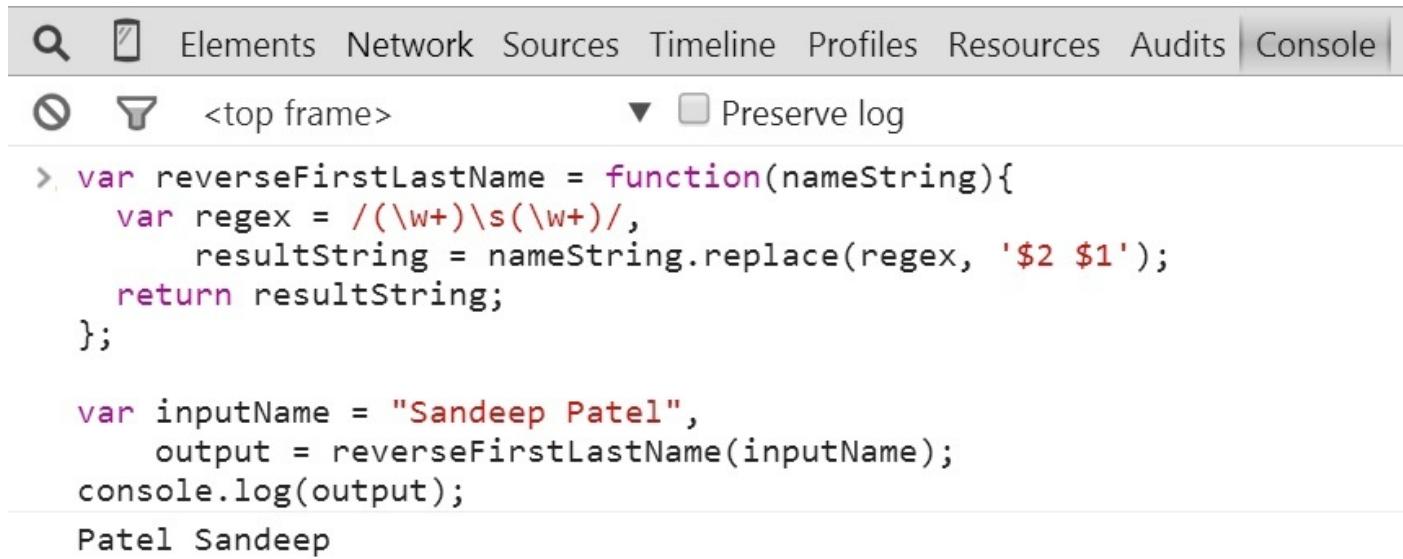
ANSWER

To reverse first and last name we have to use **replace()** function on input string with regular expression. The following code shows the method to reverse first and last name.

```
var reverseFirstName = function(nameString){  
    var regex = /(\w+)\s(\w+)/,  
    resultString = nameString.replace(regex, '$2 $1');  
    return resultString;  
};
```

```
var inputName = "Sandeep Patel",  
output = reverseFirstName(inputName);  
console.log(output);
```

The following screenshot shows the chrome console executing above code and output is printed on console.



The screenshot shows the Chrome Developer Console interface. The tabs at the top are Elements, Network, Sources, Timeline, Profiles, Resources, Audits, and Console, with 'Console' being the active tab. Below the tabs, there are two buttons: a trash can icon for clearing the log and a funnel icon for filtering logs. The text area contains the following code:

```
> var reverseFirstName = function(nameString){  
    var regex = /(\w+)\s(\w+)/,  
        resultString = nameString.replace(regex, '$2 $1');  
    return resultString;  
};  
  
var inputName = "Sandeep Patel",  
    output = reverseFirstName(inputName);  
console.log(output);
```

The output of the code is displayed below the code block:

```
Patel Sandeep
```

Q. Write a Regular expression to validate email address? **ANSWER**

To validate email we have to use **test()** method on input string which returns true or false on execution. The following code shows the method to validate email string.

```
function validateEmail(email) {  
    var re =  
        /^(([^<>()[]\.,;:\s@"]+([^\<>()[]\.,;:\s@"]+)*|(".+"))@((([  
        ^(([^<>()[]\.,;:\s@"]+([^\<>()[]\.,;:\s@"]+)*|(".+"))@((([  
            9]+.)+[a-zA-Z]{2,}))$/;  
    return re.test(email);  
};  
  
var email1 = "sandeepateltech@gmail.com",  
email2 = "sandeep@@gmail.com",  
result1 = validateEmail(email1),  
result2 = validateEmail(email2);  
  
console.log(result1);
```

The following screenshot shows the output of the email validation code in a chrome developer console.

The screenshot shows the Chrome Developer Tools console. At the top, there are icons for search, copy, and refresh, followed by tabs for 'Elements', 'Network', 'Sources', 'Timeline', and 'Preserve log'. Below the tabs, the console output is displayed:

```
> function validateEmail(email) {
    var re = /^[^<>()[]\.,;:\s@"]+(\.[^<>()
    [\]\.,;:\s@"]+)*|(\".+\")@((\[[0-9]{1,3}\].[0-9]
    {1,3}\.[0-9]{1,3}\.[0-9]{1,3}\])|(([a-zA-Z\-\0-9]+\.)
    [a-zA-Z]{2,}))$/;
    return re.test(email);
};

var email1 = "sandeep@pataltech@gmail.com",
email2 = "sandeep@@gmail.com",
result1 = validateEmail(email1),
result2 = validateEmail(email2);

console.log(result1);
console.log(result2);
true
false
```

On the right side of the console, there are two status bars: 'VM444:12' above 'true' and 'VM444:13' above 'false'.

Q. Write a Regular expression to validate a URL ?

ANSWER

For validating URL we have considered the protocol will be either **http/https/ftp** and it must start with **WWW** word .Considering these points the javascript code for validating a URL is as follows.

```
function validateURL(url) {
var regExUrl = new RegExp("(http|ftp|https://[\w-]+(\.[\w
]+)+([\w.,@?^=%&:/~+#+]*[\w@?^=%&/~+#+])?)"); return regExUrl.test(url);
};

var url1 = "http://www.google.com",
url2 = "http://www.google.com",
result1 = validateURL(url1),
result2 = validateURL(url2);
console.log(result2);
```

The following screenshot shows the chrome console with URL validation code in execution for a given URL.

Elements Network Sources Timeline >

<top frame> ▼ Preserve log

```
> function validateURL(url) {
    var regExUrl = new RegExp(
        "(http|ftp|https)://[\w-]+(\.[\w-]+)+([\w.,@?
        ^=%amp;:/~+#-]*[\w@?^=%amp;/~+#-])?");
    return regExUrl.test(url);
};
var url1 = "http://www.google.com",
    url2 = "httplib://www.google.com",
    result1 = validateURL(url1),
    result2 = validateURL(url2);

console.log(result1);
console.log(result2);
```

true

VM112:11

false

VM112:12

Chapter 8 Questions on Canvas API

Q. What is a canvas in HTML5?

ANSWER

Canvas is a new element in HTML5 for drawing graphics. A graphics can be drawn on canvas by following below steps.

Define the canvas area.

Get the drawing context.

Using the context start the drawing.

Q. What is the difference between Canvas and SVG?

ANSWER

Difference between Canvas and SVG (Scalable Vector Graphics) are listed in below table.

CANVAS SVG

i. A diagram can be drawn i. using a context in
Canvas.

ii. A diagram drawn in ii. canvas is resolution
dependent.

iii. A diagram drawn in iii. Canvas can be saved to
PNG or JPG format.

iv. Diagram drawn in Canvas iv. is pixel based. No DOM
elements are involved.

v. Rendering game v. graphics, such as sprites and backgrounds can be created.
A diagram is drawn using XML like SVG element.

A diagram drawn in SVG is resolution
independent.

SVG diagrams cannot be saved to PNG or JPG format.

Diagram drawn in SVG is DOM element based. No pixels are involved in the diagram.

Highly interactive

animated user interfaces can be created.

vi. Poor text rendering vi.

capabilities

vii. Poor SEO and vii. Accessibility as
everything pixel based
and content are not
accessible.

viii. Modified through script viii. only.

ix. Performance is better ix. with smaller surface, a
larger number of objects (>10k), or both.
Good text rendering capabilities

Better SEO and
Accessibility as it DOM based rendering.

Modified through script and CSS.

Performance is better with smaller number of objects (<10k), a larger surface, or both.

Q. What is canvas 2d context and how it is created?

ANSWER'

Using **getContext()** method with parameter '**2d**' a canvas context can be created.
This context method is a type of **CanvasRenderingContext2D** object. Below code shows a simple 2d context creation and log the object's constructor.

```
<html>
<body>
<canvas id="myCanvas"></canvas>
<script>

var canvas = document.getElementById("myCanvas"), context =
  canvas.getContext("2d");
console.log(context.constructor);

</script>
</body>
</html>
```

The following screenshot shows the constructor function of the context object which is **CanvasRenderingContext2D** native object.



The screenshot shows the Chrome DevTools Console tab. The tabs at the top are 'Console' (which is selected), 'HTML', 'CSS', 'Script', and 'DOM'. Below the tabs, there are buttons for 'Clear', 'Persist', and 'Profile', followed by 'All' (which is selected) and 'Errors' and 'Warnings'. The main area displays the following JavaScript code:

```
[object XrayWrapper
function
CanvasRenderingContext2D()
{ [native code] }]
```

On the right side of the code, the text 'canvas.html (line 7)' is displayed in blue, indicating the source and line number of the code.

Q. How to load an image in Canvas?

ANSWER

An image can be loaded using **drawImage()** method. This method takes several inputs for drawing an image. These parameters are positioning and clipping type. We will discuss these parameters in separate question. Below code shows how to use the **drawImage()** method to load a PNG image from a URL inside the canvas.

```
<html>
<body>
<canvas id="myCanvas"></canvas>
<script>

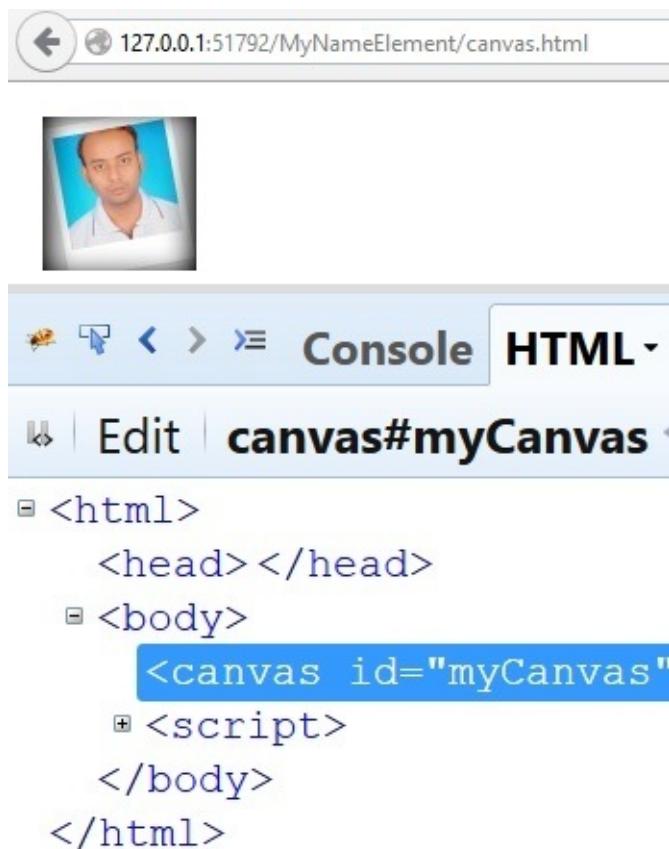
var canvas = document.getElementById("myCanvas"), context =
```

```

canvas.getContext("2d"),
img = new Image();
img.src =
"http://www.gravatar.com/avatar/4205261332ff131e971b48db
31dcb528.png";
img.onload = function() {
context.drawImage(img, 10, 10);
};
</script>
</body>
</html>

```

Below screenshot shows the Gravatar image getting drawn inside the HTML5 canvas element. This drawing is done using 2d context.



Q. what are the different overloaded signature for drawImage() method?

ANSWER

The **drawImage()** method has 3 different signature and listed below.

drawImage(img, x, y) : This method position the image on the canvas at **<x, y>** coordinates.

drawImage(img, x, y, width, height) : This method position the image on the canvas at **<x, y>** coordinates with a specified **height**.

drawImage(img, sx, sy, swidth, sheight, x, y, width, height) : This method clipped the image with starting point **<sx, sy>** having height **sheight** and width **swidth** and position it at **<x, y>** coordinates with a specified **height** and **width**.

Chapter 9 Geo Location API

Q. What is Geo Location API?

ANSWER

Geo Location API publishes the location of the user to the web. It needs user's permission for privacy reason. The Geo location API is present inside **navigator.geolocation** object.

Q. How to determine Geo Location API is supported in browser? **ANSWER**

To determine Geo location API is supported in browser can be determined by the truth value of geolocation object inside the navigator object. Below code has the function which returns true or false Boolean value based on the geolocation object present inside the navigator.

```
function isGeoLocationSupported(){
var flag = navigator.geolocation ? true : false; return flag;
}
var isSupported = isGeoLocationSupported(); if(isSupported){
console.log(navigator.geolocation);
}else{
console.log("Geo Location API not suprtd"); }
```

The following screenshot shows the output of the above code as the geolocation object is present inside the navigator API.



The screenshot shows a browser's developer tools console tab labeled "Console". The menu bar includes "Console", "HTML", "CSS", "Script", "DOM", "Net", "Cookies", "Page Speed", and "Typography". The toolbar includes icons for file operations like Open, Save, and Print, along with buttons for "Clear", "Persist", and "Profile". Below the toolbar, there are buttons for "All", "Errors", "Run", "Clear", "Copy", "Pretty Print", and "History". The console area displays two blocks of code. The first block is a user-defined function:

```
> function
  isGeoLocationSupported() {
    var flag ...nsole.log("Geo
  Location API not
  suprtd"); }
```

```
Geolocation {
  getCurrentPosition=getCurrentPosition(),
  watchPosition=watchPosition(),
  clearWatch=clearWatch() }
```

```
1  function isGeoLocationSupported() {
2    var flag = navigator.geolocation ? true : false;
3    return flag;
4  }
5  var isSupported = isGeoLocationSupported();
6  if(isSupported) {
7    console.log(navigator.geolocation);
8  }else{
9    console.log("Geo Location API not suprtd");
10 }
```


Chapter 10 Web Workers

Q. What is a Web Worker?

ANSWER

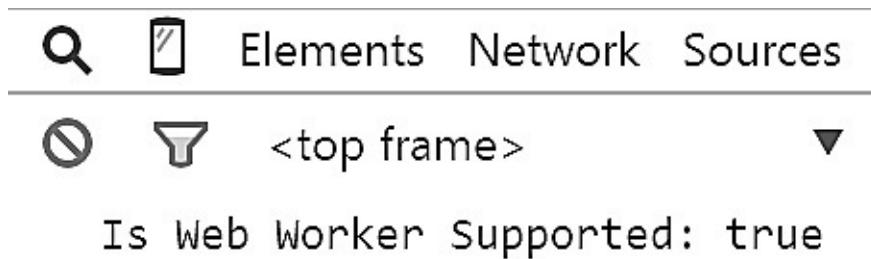
Web Workers are new HTML5 feature to achieve concurrency in JavaScript execution in web application. A web worker is JavaScript file which run in the background of the browser without impacting the page performance. This helps in resolve the age old problem “**Un responsive script alert box**”. Generally these workers can be used for extensive computation purpose.

Q. How to detect Web Worker is supported by browser? **ANSWER**

We can check the support of Web Worker in a browser by validating the `Worker` property is present in the `window` object. Code for checking Web Worker support is as follows:

```
<!DOCTYPE html>
<html>
<head lang="en">
<title>Web Worker</title>
</head>
<body>
<script>
var isWorkerSupported = window.Worker ? true : false; console.log("Is Web Worker
Supported:
"+isWorkerSupported);
</script>
</body>
</html>
```

In the previous code `isWorkerSupported` variable can contain `TRUE` or `FALSE` value based on the existence of `Worker` property inside `window` object. The following screenshot shows the output of above code in chrome console.



Q. What is a dedicated worker?

ANSWER

A dedicated worker is only accessible by the calling script. A dedicated worker object can be created using `worker` constructor. Syntax for creating a new dedicated worker is listed below.

```
var aDedicatedWorker = new Worker("script.js")
```

The parameter inside the `Worker` object is the JavaScript file which will run as worker in the background of the browser.

Q. What is a shared worker?

ANSWER

A Shared Worker can be accessed by multiple scripts. A shared worker is accessible by different window, iframe and by other worker having same origin. Syntax for creating a new dedicated worker is as follows.

```
var aSharedWorker = new SharedWorker("script.js")
```

The parameter inside the Worker object is the JavaScript file which will run as shared worker in the background of the browser.

Q. Develop a dedicated worker to display the time?

ANSWER

Let's create the time worker in **dateWorker.js** file and we can call this worker in **dateWorkerDemo.html** file. The following code shows the content of **dateWorker.js** file which listens to the messages and posts the current time in every second.

```
self.addEventListener("message",function(event){ setInterval(function(){
var time = new Date();
self.postMessage({
hour :time.getHours(),
minute: time.getMinutes(),
second: time.getSeconds()
});
},1000
);
});
```

The following code shows the content of **dateWorkerDemo.html** containing creation of worker instance and listening to worker response.

```
<!DOCTYPE html>
<html>
<head lang="en">
< meta charset="UTF-8">
<title>Time Web Worker Demo</title> </head>
<body>
<h1 id="resultContainer"></h1>
<button id="timeButton">Get Time</button>
< script>
var dateWorker = new Worker("dateWorker.js"),
resultContainer = document.getElementById("resultContainer"), timeButton =
document.getElementById("timeButton");

timeButton .addEventListener("click",function(){
dateWorker.postMessage(null);
});
dateWorker.addEventListener("message",function(workerEvent){ var responseData = workerEvent.data,
hour = responseData.hour,
minute = responseData.minute,
second = responseData.second;
resultContainer.innerText = "HOUR: "+hour +
" MINUTE: " +minute +" SECOND: "+second; });
</script>
</body>
</html>
```

The output of the preceding code shown in following screenshot with hour, minute and second is displayed from the worker response messages.

HOUR: 23
MINUTE: 36
SECOND: 50

Get Time

Sources Content scripts Snippets

localhost:63343

WebWorkerDemo/dateWorker dateWorkerDemo.html

localhost:63343 — dateWorker.js

WebWorkerDemo/dateWorker dateWorker.js

Q. Develop a dedicated worker to find square of a number? ANSWER

The definition of square worker is present in **doSquareWorker.js** file and listens to message and generates the square of number. The square worker is instantiated in **squareWorkerDemo.html** file which listens to the response from the square worker and prints it in browser. The code content of **doSquareWorker.js** file are as follows.

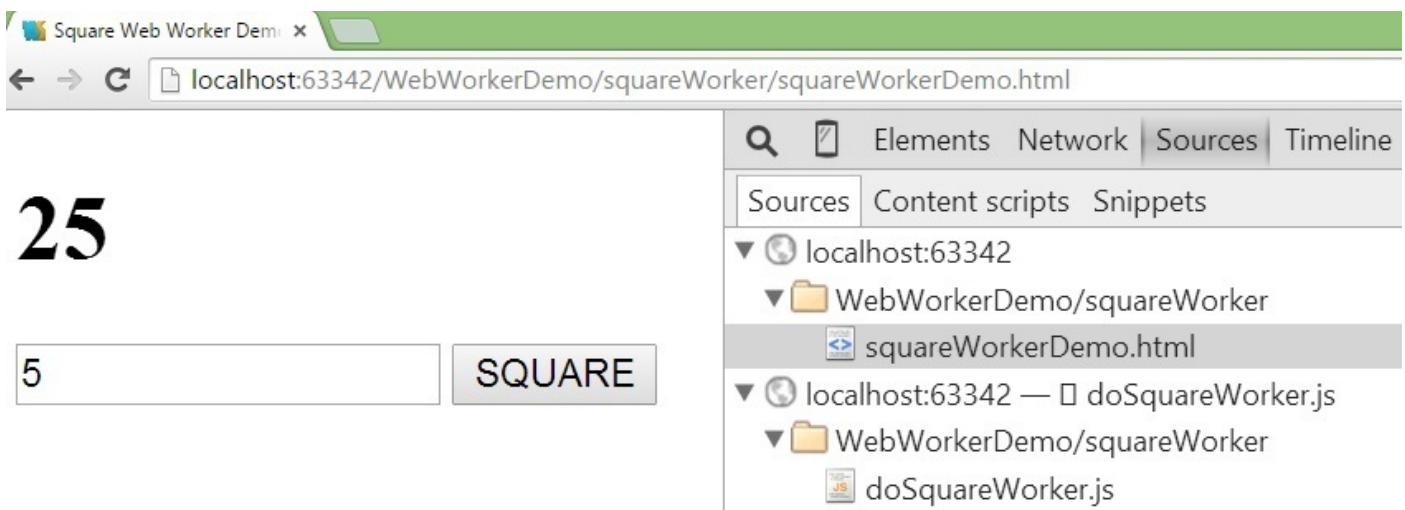
```
self.addEventListener("message",function(event){  
var inputData = event.data,  
inputNumber = parseInt(inputData.number,10),  
squareResult = Math.pow(inputNumber,2);  
self.postMessage({result  
:squareResult});  
});
```

The **squareWorkerDemo.html** file has the following code.

```
<!DOCTYPE html>  
<html>  
<head lang="en">  
< meta charset="UTF-8">  
<title>Square Web Worker Demo</title> </head>  
<body>  
<h1 id="resultContainer"></h1>  
< input type="number" id="inputNumber" placeholder="Enter a number" value="5">  
<button id="squareButton"> SQUARE</button>  
< script>  
var squareWorker = new Worker("doSquareWorker.js"), resultContainer =  
document.getElementById("resultContainer"), squareButton = document.getElementById("squareButton"),  
inputNumber=document.getElementById("inputNumber");  
squareButton.addEventListener("click",function(){ squareWorker.postMessage({number:inputNumber.value});  
});  
squareWorker.addEventListener("message",function(workerEvent){ var responseData = workerEvent.data,  
squareResult= responseData.result;  
resultContainer.innerText = squareResult;
```

```
});  
</ script>  
</ body>  
</ html>
```

The output of the preceding code shown in following screenshot with square of a number is displayed from the worker response messages.



25

5 SQUARE

Sources Content scripts Snippets

localhost:63342

WebWorkerDemo/squareWorker

squareWorkerDemo.html

localhost:63342 — doSquareWorker.js

WebWorkerDemo/squareWorker

doSquareWorker.js

Q. How to define an inline web worker? Demonstrate an inline worker for multiplying 2 numbers?

ANSWER

An inline web worker can be defined inside a HTML markup using `<script>` tag with **type** attribute having value **javascript/worker**. **Syntax:**

```
< script type="javascript/worker">  
//JavaScript Code for defining a worker  
</script>
```

Example:

The **inlineWorkerDemo.html** file contains the code for defining multiplication worker which listens to the messages and calculates the multiplication and post the response. The listener to the multiply worker extracts the result and renders in the browser. The following code shows the content of **inlineWorkerDemo.html** file.

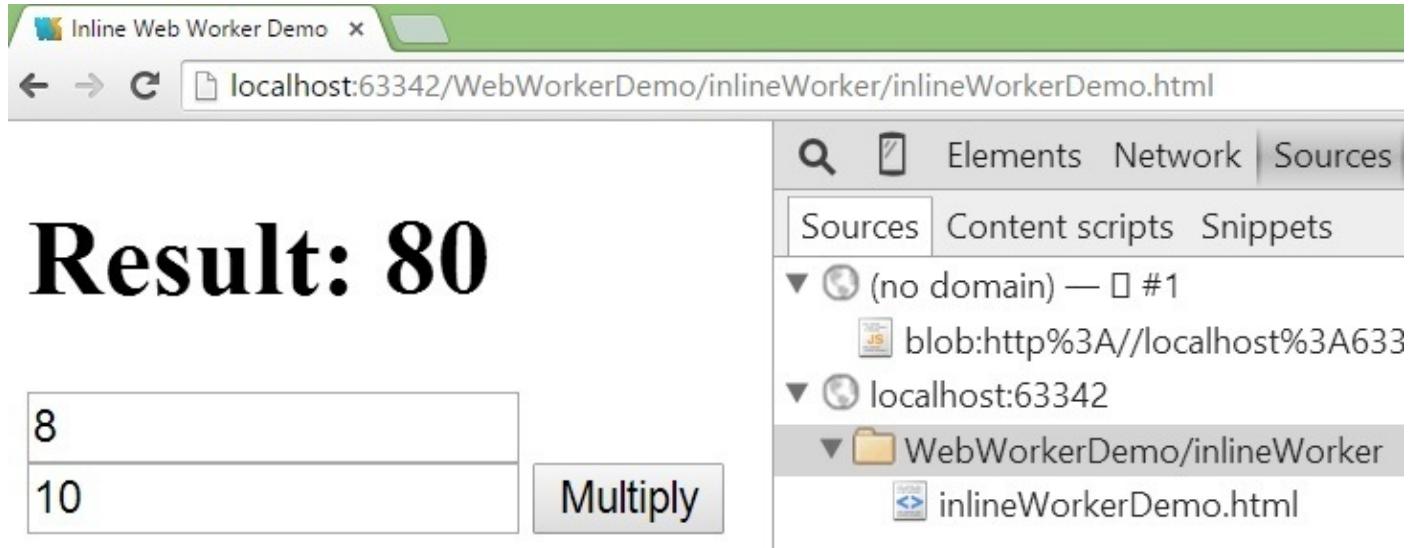
```
<!DOCTYPE html>  
<html>  
<head lang="en">  
< meta charset="UTF-8">  
<title>Inline Web Worker Demo</title>  
</head>  
<body>  
<h1 id="resultContainer"></h1>  
<input type="number" id="number1" value="8" placeholder="Enter first number"> <input type="number"  
id="number2" value="10" placeholder="Enter second number">  
<button id="multiplyButton">Multiply</button>  
<script id="multiplyWorker" type="javascript/worker">  
self.addEventListener("message",function(event){  
var requestData = event.data,  
number1 = requestData.number1,  
number2 = requestData.number2,  
multiplyResult = number1 * number2;  
self.postMessage({result:multiplyResult});
```

```

});
</script>
<script>
var textContent = document.querySelector('#multiplyWorker').textContent, workerBlob = new Blob([textContent]),
workerURL = window.URL.createObjectURL(workerBlob), multiplyWorker = new Worker(workerURL),
resultContainer = document.getElementById("resultContainer"), multiplyButton =
document.getElementById("multiplyButton"), number1 = document.getElementById("number1"),
number2 = document.getElementById("number2");
multiplyButton.addEventListener("click", function () {
multiplyWorker.postMessage({
number1:parseInt(number1.value,10),
number2: parseInt(number2.value,10)
});
});
multiplyWorker.addEventListener("message", function (workerEvent) {
var responseData = workerEvent.data,
result = responseData.result;
resultContainer.innerText = "Result: " + result;
});
</script>
</body>
</html>

```

User can input two numbers in the text box and press the multiply button. The multiply worker calculate the multiplication and result is rendered in the browser. The outputs of the preceding code are rendered as following screenshot.



Q. How to handle error in web worker?

ANSWER

We can throw error using **throw** keyword from the web worker. A callback method can be attached to the **error** event to handle the generated error. The **positiveNoSqaureWorkerDemo.html** file contains a worker which takes only positive number as input. If a negative number is passed it throws an error. The code content of this file is as follows.

```

<!DOCTYPE html>
<html>
<head lang="en">
<meta charset="UTF-8">
<title>Web Worker Error Handler Demo</title>
</head>

```

```

<body>
<h1 id="resultContainer"></h1>
<input type="number" id="number1" value="-4" placeholder="Enter a number"> <button
id="squareResult">Square</button>
<script id="squareWorker" type="javascript/worker">
self.addEventListener("message",function(event){
var requestData = event.data,
number1 = requestData.number1,
squareResult = 0;
if(number1>0) {
squareResult = number1 * number1
self.postMessage({result:squareResult});
} else{
//For negative number throw error
throw "It is a negative number.Please supply a positive number." ;
});
</script>
<script>
var textContent = document.querySelector('#squareWorker').textContent,
workerBlob = new Blob([textContent]),
workerURL = window.URL.createObjectURL(workerBlob),
squareWorker = new Worker(workerURL),
resultContainer = document.getElementById("resultContainer"),
squareResult = document.getElementById("squareResult"),
number1 = document.getElementById("number1"),
number2 = document.getElementById("number2");
squareResult.addEventListener("click", function () {
squareWorker.postMessage({
number1:parseInt(number1.value,10)
});
});
//Success Handler for the worker
squareWorker.addEventListener("message", function (workerEvent) { var responseData = workerEvent.data,
result = responseData.result;
resultContainer.innerText = "Result: " + result;
});
//Error Handler for the worker
squareWorker.addEventListener("error", function(workerErrorEvent){ resultContainer.innerText = "Error: " +
workerErrorEvent.message; }, false);
</script>
</body>
</html>

```

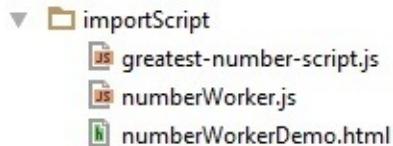
The output of the above code is rendered as following screenshot rendering the error message in the browser.

The screenshot shows a browser window with the title "Web Worker Error Handle". The address bar displays "localhost:63342/WebWorkerDemo/errorHandling/positiveNoSqaureWorkerDemo.html". The main content area of the browser shows the error message: "Error: Uncaught It is a negative number. Please supply a positive number." Below the browser window, the developer tools are open, specifically the "Sources" tab under the "Elements" panel. The "Sources" tab shows the file structure: "(no domain) — #1" and "localhost:63342" expanded to show "WebWorkerDemo/errorHandling" and the file "positiveNoSqaureWorkerDemo.html".

Q. How to import an external script in web worker? Demonstrate it with an example?

ANSWER

To import external script inside a web worker we need to use **importScripts()** method with a file name as input parameter. To demonstrate import script functionality we have created 3 files **greatest-number-script.js**, **numberWorker.js**, **numberWorkerDemo.html** file. The following screenshot shows these files.



The **greatest-number-script.js** is the external script that we need to import it to our web worker. It has a single method

findGreatestNumber() method to find out a bigger number among two supplied numbers. The following code shows the content of **greatest-number-script.js** file.

```
var findGreatestNumber = function(number1,number2){  
    return number1>number2 ? number1 : number2;  
};
```

The **numberWorker.js** file contains the code for importing the external script inside the web worker message listener callback method. The following code shows the content of **numberWorker.js** file.

```
self.addEventListener("message",function(event){  
    var numberWorker = self.importScripts('greatest-number-script.js'); var requestData = event.data,  
    number1 = requestData.number1,  
    number2 = requestData.number2,  
  
    greatestNumber = findGreatestNumber(number1,number2); self.postMessage({result  
    :greatestNumber});  
});
```

The **numberWorkerDemo.html** file contains the code for instantiating the number web worker and listening to response message. The following code shows the content of **numberWorkerDemo.html** file.

```
<!DOCTYPE html>  
<html>  
<head lang="en">  
<meta charset="UTF-8">  
<title>Time Web Worker Demo</title>  
</head>  
<body>  
<h1 id="resultContainer"></h1>  
<input type="number" id="number1" value="7" placeholder="Enter first number"> <input type="number"  
id="number2" value="9" placeholder="Enter second number">  
<button id="greatButton">Find Greatest Number</button>  
<script>  
var numberWorker = new Worker("numberWorker.js"),  
resultContainer = document.getElementById("resultContainer"), greatButton =  
document.getElementById("greatButton"),  
number1 = document.getElementById("number1"),  
number2=document.getElementById("number2");
```

```

greatButton.addEventListener("click",function(){
numberWorker.postMessage({
number1:parseInt(number1.value,10),
number2: parseInt(number2.value,10)
});
});
numberWorker.addEventListener("message",function(workerEvent){ var responseData = workerEvent.data;
resultContainer.innerText = "Greatest Number: "+responseData.result;
});
</script>
</body>
</html>

```

The output of this code is rendered as following screenshot containing the greatest number from the supplied numbers.

Q. Create a shared worker to calculate the length of a string? **ANSWER**

The **calculateLengthWorker.js** contains the code for listening messages and calculates the length of input string. The shared worker listens to message in a port by listening to connect event. The code for **calculateLengthWorker.js** file is as follows.

```

self .addEventListener("connect", function (event) {
var port = event.ports[0];
port.addEventListener("message", function (event) {
var requestData = event.data,
inputString = requestData.string,
stringLength = inputString.length;

port .postMessage({result:stringLength});
}, false);
port.start();
}, false
);

```

The **lengthWorkerDemo.html** file contains the code for instantiating the shared worker and rendering the response in browser. The code content of **lengthWorkerDemo.html** file are listed as follows.

```

<!DOCTYPE html>
<html>
<head lang="en">
< meta charset="UTF-8">
<title>Shared Web Worker Demo</title> </head>
<body>

```

```

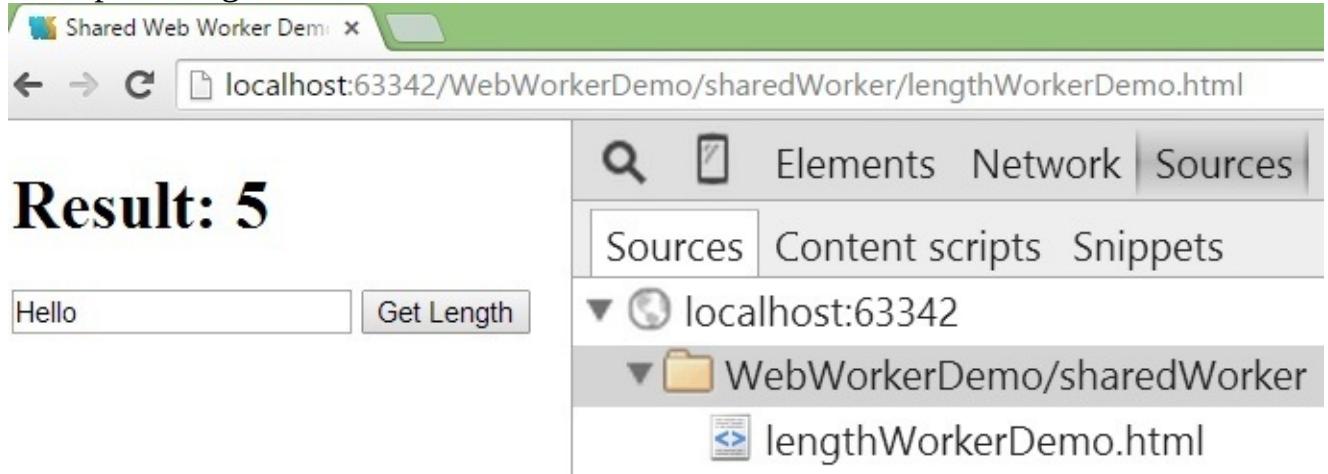
<h1 id="resultContainer"></h1>
<input type="text" id="inputString" value="Hello" placeholder="Enter a string"> <button id="lengthButton">Get
Length</button>
<script>

var lengthWorker = new SharedWorker("calculateLengthWorker.js"), resultContainer =
document.getElementById("resultContainer"), lengthButton = document.getElementById("lengthButton"), inputString
= document.getElementById("inputString");

lengthButton.addEventListener("click", function () {
resultContainer.innerText = "";
lengthWorker.port.postMessage({
string :inputString.value
});
});
//start the worker
lengthWorker.port.start();
//Success Handler for the worker
lengthWorker.port.addEventListener("message", function (workerEvent) {
var responseData = workerEvent.data,
result = responseData.result;
resultContainer.innerText = "Result: " + result;
});
</script>
</body>
</html>

```

The output of the preceding code is rendered as following screenshot displaying length of the input string.



Chapter 11 Local Storage

Q. What is local storage?

ANSWER

HTML5 provides a feature to store data locally in end user's browser. Data is stored in the browser as key-value pair. Unlike cookie it has average space of 5 MB. This storage comes in 2 different type sessionStorage and localStorage.

localStorage : it stores data with no expiration date. **sessionStorage** : it stores data with an expiration date.

Q. Which one is the main Storage interface?

ANSWER

window.Storage() is the main interface from where the localStorage and sessionStorage are implemented. This interface has the below definition.

```
interface Storage {  
    readonly attribute unsigned long length;  
    DOMString? key(unsigned long index);  
    getter DOMString? getItem(DOMString key);  
    setter creator void setItem(DOMString key, DOMString value); deleter void  
    removeItem(DOMString key);  
    void clear();  
}
```

The details of the above code are as follows:

setItem(key,value) : This methods stored the value in storage using **key-value** pair.

getItem(key) : This method retrieves the stored object using the key.

removeItem(key) : This methods removes the stored item based on the key.

clear() : Deletes all the items from the storage. **length** : This property returns the length of the storage, no of elements inside the storage.

key(position) : This method returns the key for the value in the given numeric position.

Q. How to store and retrieve an object in local storage? **ANSWER**

Local storage provides **setItem()** and **getItem()** for storing and retrieving an object from the storage. **setItem(key, value)** method takes 2 input parameter to store the object. The **getItem(key)** method retrieves the value using key as input parameter. Below code shows the storing “Sandeep Kumar” string in “myName” key and then retrieves this string place it in a HTML element.

```
<!DOCTYPE html>  
<html>  
  <body>  
    <div id="resultContainer">  
    </div>  
  
    <script>  
      var container =  
        document.getElementById("resultContainer");
```

```
localStorage.setItem("myName", "Sandeep Kumar"); container.innerHTML =  
localStorage.getItem("myName"); </script>  
</body>  
</html>
```

Below screenshot shows the chrome developer storage preview which holds the above object as key and value pair.

The screenshot shows the Chrome Developer Tools interface with the 'Storage' tab selected. In the left sidebar, under 'Local Storage' for the domain 'http://127.0.0.1:51792', there is one item: 'myName' with the value 'Sandeep Kumar'. This item is highlighted with a blue selection bar.

	Key	Value
myName	Sandeep Kumar	

Q. How to attach an event to a local storage?

ANSWER

When local storage objects get modified a storage event is fired. A callback method can be attached to window object using **addEventListener()** or **attachEvent()** method.

NOTE:

When the **setItem()**, **removeItem()**, and **clear()** methods are called on a Storage object x that is associated with a local storage area, if the methods did something, then in every Document object whose Window object's localStorage attribute's Storage object is associated with the same storage area, other than x, a storage event must be fired.

In simple sentence, a storage event is fired on every window/tab except for the one that updated

the localStorage object and caused the event. Below code has a callback method listening to storage event. When the button is clicked in one of the tab to update the local storage object the storage event listener in the other tab got triggered and content is updated.

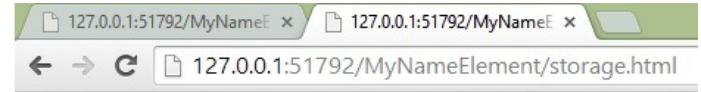
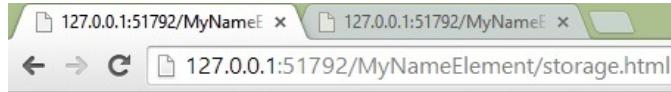
```
<!DOCTYPE html>
```

```

<html>
<body>
<div id="resultContainer"> </div>
<button onclick="update()">Click Me</button> <script>
var container =
document.getElementById("resultContainer"), methodStorageEvent = function(event){
container.innerHTML = "Event
Fired"+localStorage.getItem("myName") ;
},
counter = 1,
update = function(){
localStorage.setItem("myName", ++counter); container.innerHTML =
localStorage.getItem("myName") ;
};
window.addEventListener("storage",
methodStorageEvent,false)
</script>
</body>
</html>

```

Below screenshot demonstrates how the storage event is fired and the other tabs which accessing the same page receives the storage event and update their content.



2

Click Me

Event Fired2

Click Me

Chapter 12 File API

Q. What is HTML5 File API?

ANSWER

HTML5 provides new API to work with files inside a browser. This API provides File, FileList and Blob data type to work with files. It provides FileReader interface to read files asynchronously.

Q. What are the methods provided by FileReader for asynchronous read?

ANSWER

FileReader provides 4 different methods to work with loaded files. These asynchronous methods are listed as follows.

readAsBinaryString(Blob | File) : Reads the target file and save it to binary string containing integer of range 0-255.

readAsText(Blob | File, opt_encoding): Reads the target file and save it as UTF-8 text file.

readAsDataURL(Blob | File) : Reads the target file and returns a data URL containing base64 ascii string. **readAsArrayBuffer(Blob | File)** : Reads the target file and save it in a array buffer.

Q. What is Blob object in javascript?

ANSWER

A blob object refers to a sequence of bytes representing data. The IDL(Interface Definition Syntax) for Blob object is as follows:

```
interface Blob {  
    readonly attribute unsigned long long size;  
    readonly attribute DOMString type;  
    Blob slice(optional [Clamp] long long start,  
              optional [Clamp] long long end, optional DOMString contentType);  
    void close();  
};
```

The details of the method and properties are as follows: **slice method** : The slice method returns a new Blob object

with bytes ranging from the optional start parameter up to but not including the optional end parameter, and with a type attribute that is the value of the optional contentType parameter

close method : The close method must permanently neuter the original Blob object. This is an irreversible and nonidempotent operation; once a Blob has been neutered, it cannot be used again; dereferencing a Blob URL bound to a Blob object on which close has been called results in a network error. A neutered Blob must have a size of 0.

size property: It returns the size of the Blob object in bytes. **type property**: It returns the type of the content that the Blob object holds.

Q. How to create a Blob Object?

ANSWER

A blob object can be created using new keyword with Blob constructor. A Blob

constructor takes the following parameters:

Blob part sequence: This can be either ArrayBuffer, ArrayBufferView, Blob and DOMString

Blob property bag : It takes one parameter representing type of the ASCII-encoded string in lower case representing the media type of the Blob.

The following code shows an example of creating Blob using new keyword:

```
var a = new Blob();  
var b = new Blob(["foobarbazetcetc" + "birdiebirdieboo"], {type:  
"text/plain;charset=UTF-8"});
```

Q. What are readable states for a Blob object?

ANSWER

A Blob must have a readability state, which is one of OPENED or CLOSED.

A Blob that refers to a byte sequence, including one of 0 bytes, is said to be in the OPENED readability state.

A Blob is said to be closed if its close method has been called. A Blob that is closed is said to be in the CLOSED readability state.

Q. What are different states of FileReader?

ANSWER

The FileReader object can be in one of 3 states. The readyState attribute, on getting, must return the current state, which must be one of the following values:

EMPTY : The FileReader object has been constructed, and there are no pending reads. None of the read methods have been called. This is the default state of a newly minted FileReader object, until one of the read methods have been called on it.

LOADING : A File or Blob is being read. One of the read methods is being processed, and no error has occurred during the read.

DONE : The entire File or Blob has been read into memory, OR a file error occurred during read, OR the read was aborted using abort(). The FileReader is no longer reading a File or Blob. If readyState is set to DONE it means at least one of the read methods have been called on this FileReader.

Chapter 13 Web RTC

Q. What is Web RTC?

ANSWER

Web RTC provides the capability to browsers for real time communication without any additional plugin installed. It involves audio, video and other type of data streaming among the browser with their native capability.

Q. What is the API implemented by Web RTC?

ANSWER

Web RTC implements three different API. These interfaces are listed below.

MediaStream : This represents a synchronized media stream using camera and microphone.

RTCPeerConnection : This interface is responsible for stable connection between peer browser during real time communication.

RTCDataChannel : This interface is responsible for other type of data communication between peer browser. For example the remote desktop sharing using browser.

Q . What is MediaStream?

ANSWER

MediaStream basically represents the stream captured by Camera and microphone. Each MediaStream has an input which captures the stream. This MediaStream can be accessed using **navigator.getUserMedia()** method.

Q . What are the input parameters to getUserMedia() method? **ANSWER**

The **getUserMedia()** method takes 3 parameters as input. These parameters are as follows:

Constraint Object similar to a configuration object. Success Callback Method.
Error Callback Method.

Q. What are MediaStreamTracks?

ANSWER

The MediaStream returned by **getUserMedia()** has 2 useful methods **getAudioTracks()** and **getVideoTracks()**. Both of these methods returns an array of **MediaStramTracks**.

Q . What are the protocols used by Web RTC for communication?

ANSWER

Web RTC uses 2 different protocols for communication. These 2 protocols are listed as follows.

DTLS: Datagram Transport Layer Security.

SRTP: Secure Real-time Transport Protocol.

Q . How to view the statistics of an in progress Web RTC session in Chrome browser?

ANSWER

We can view the detail statistics and charts of an ongoing Web RTC session in chrome browser by using **chrome://webrtc-internals/** in chrome browser.

Q . What are the different event handlers for a channel? **ANSWER**

A channel has 4 different event handlers. These event handlers are as follows.

Onopen : Executed when the connection is established. **Onerror**: Executed if there is an error creating the connection.

Onmessage: When you receive a message, this method will execute

Oclose: Executed if the other peer closes the connection.

Q . What is a signal channel?

ANSWER

WebRTC can't create connections without some sort of server in the middle. We call this the Signal Channel.

Q . What is an ICE technique?

ANSWER

Interactive Connectivity Establishment (ICE) is a technique used in computer networking involving network address translators (NATs) in Internet applications of Voice over Internet Protocol (VoIP), peer-to-peer communications, video, instant messaging and other interactive media.

Q. What is an ICE Candidate?

ANSWER

While communication peers must exchange information about the network connection. This is known as an ICE candidate.

Q . What are the server side functionalities needed by the Web RTC?

ANSWER

Web RTC requires following functionalities from server side to create a communication between peers.

User discovery and communication.

Signaling.

NAT/firewall traversal.

Relay servers in case peer-to-peer communication fails.

Q. What is STUN protocol? **ANSWER**

STUN (Session Traversal Utilities for NAT) is a standardized set of methods and a network protocol to allow an end host to discover its public IP address if it is located behind a NAT.

Chapter 14 Drag & Drop API

Q. How to make content draggable inside the browser? **ANSWER**

HTML5 provides drag and drop feature. An element can be made draggable by setting its draggable property to true. Check the below code having 2 buttons. One button is draggable and other is just a normal button.

```
<!DOCTYPE html>
<html>
<head>
<title>Draggable Element</title>
</head>
<body>
<button draggable="true">Draggable Button</button> <button>Normal Button</button>
</body>
</html>
```

Below screenshot shows both these buttons. The draggable button is movable while the normal button is fixed in its position.



Q. What happens when drag starts for an element?

ANSWER

There are 3 important key points to note when a drag starts. These key points are as follows.

Drag Data: It represent the type of data that will be transferred while dragging

Drag Feedback: This represents image which appears beside the mouse pointer during the drag operation. **Drag Effect:** This represents the type of drag happens to element. It can be 3 types and listed below.

- **Copy:** This effect indicates that the data being dragged will be copied from its present location to the drop location.
- **Move:** This effect indicates that the data being dragged will be moved from its original position to drop location.
- **Link:** This effect indicates that some form of relationship or connection will be created between the source and drop locations.

Q. What are the Drag and drop events?

ANSWER

There are 7 different drag and drop events that can be attached with a callback method programmatically.

Dragstart: it is fired on an element when a drag is started **Dragenter:** it is fired when the mouse enters an element while a drag is occurring.

Dragover: This event is fired as the mouse is moving over an element when a drag is occurring.

Dragleave : This event is fired when the mouse leaves an element while a drag is occurring.

Drop: The drop event is fired on the element where the drop occurred at the end of the drag operation.

Dragend: The source of the drag will receive a dragend event when the drag operation is complete, whether it was successful or not.

Q. What is a dataTransfer property?

ANSWER

dataTransfer object holds the piece of data sent in a drag action. **dataTransfer** is set in the **dragstart** event and read/handled in the drop event. The syntax for setting value in dataTransfer object is as follows.

```
event.dataTransfer.setData(format, data)
```

The above syntax will set the object's content to the mime type and data payload passed as arguments.

Q. Develop an example to drag and drop an element from one place to another?

ANSWER

To demonstrate drag and drop we have created div element with rounded border and background color red. We will drag this element and drop it in a container. The following code shows the drag and drop example.

```
<!DOCTYPE HTML>
<html>
<head>
<style>
#ball{
```

```

width:50px;
height:50px;
background: red; border-radius: 100%;

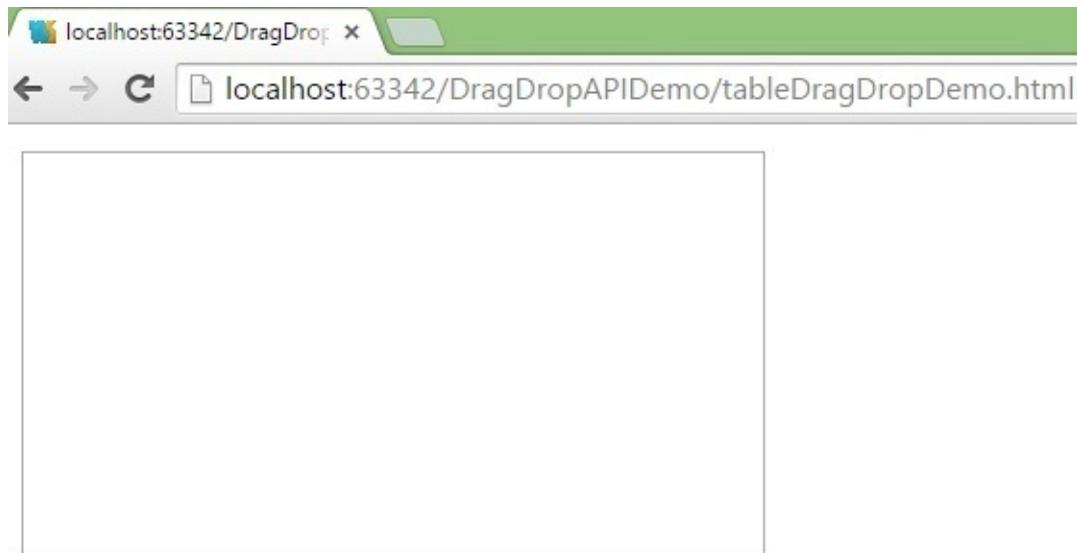
}

#dropZone {
width:200px;
height:100px;
padding:10px;
border:1px solid #aaaaaa;
}

</style>
</head>
<body>
<div id="dropZone"
ondrop="drop(event)"
ondragover="allowDrop(event)">
</div>
<br>
<div id="ball"
draggable="true"
ondragstart="drag(event)"></div>
<script>
function allowDrop(ev) {
ev.preventDefault();
}
function drag(ev) {
ev.dataTransfer.setData("text", ev.target.id);
}
function drop(ev) {
ev.preventDefault();
var data = ev.dataTransfer.getData("text");
ev.target.appendChild(document.getElementById(data));
}
</script>
</body>
</html>

```

The output of the code looks like following screenshot before dragging with both the element are in there original position.



The output of the code looks like following screenshot after dragging and dropping the draggable element to the container.



Chapter 15 App Cache API

Q. What is app cache? What are the benefits of using app cache API in a web application?
ANSWER

App cache API is the new feature provided by the HTML5. This API powers up a web application working without an internet connection. The most important benefits by this API are listed below:

Speed : Like all other cache it increases the speed of accessing the page content.

Offline browsing: It increases the usability of application as it can be accessed without internet.

Reduced load: As the content and data is now cached in the browser the load of the application is reduced from the server.

Few network calls: As most of reusable content is present in app cache it this reduces the no of network call to the server.

Q. How to enable application cache in an html file?

ANSWER

To enable application cache in a HTML file we need to have **manifest** attribute in **<HTML>** element containing the name of the **appcache** file. The syntax of declaring application cache in HTML file is as follows.

```
<!DOCTYPE HTML>
<html manifest="filename.appcache"> </html>
```

Q. What is the media type of appcache file?

ANSWER

A manifest file needs to have **text/cache-manifest** media type.

Q. What are the 3 different section of manifest file?

ANSWER

A manifest file has 3 different sections. These 3 different sections are as follows.

CACHE MANIFEST : Files listed under this header will be cached after they are downloaded for the first time. **NETWORK:** Files listed under this header require a connection to the server, and will never be cached. **FALLBACK:** Files listed under this header specifies fallback pages if a page is inaccessible.

Q. What is NETWORK section?

ANSWER

NETWORK is one of the sections in manifest file. The file name

listed in the NETWORK section is never cached locally. The following code shows a sample of NETWORK section.

NETWORK: login.html

Q. What is FALLBACK section?

ANSWER

FALLBACK is one of the sections in manifest file. In this section we

can mention the **file** name which will be called when application is offline. The following

code shows a sample of Fallback section.

Fallback:

/html/ /offline.html

Q. What is CACHE MANIFEST section?

ANSWER

CACHE MANIFEST is one of the sections in manifest file. The file names mentioned in this section is cached locally. The following code shows a sample of CACHE MANIFEST section.

/style.css

/favicon.gif /app.js

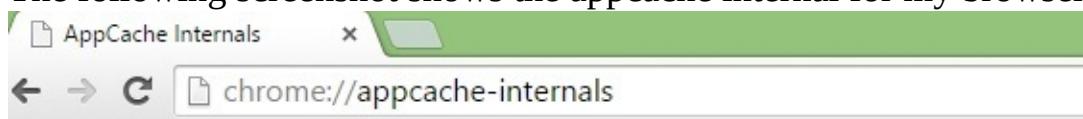
Q. How to view app cache detail in chrome browser?

ANSWER

We can view the app cache content like what it is caching, size and time etc. using the following link in chrome browser.

chrome://appcache-internals/

The following screenshot shows the appcache internal for my browser.



Manifest: <https://www.google.co.in/.manifest?espv=2&ie=UTF-8>

[Remove](#) [View Entries](#)

- Size: 232 kB
- Creation Time: Thursday, 16 October 2014 at 20:37:47
- Last Update Time: Sunday, 24 May 2015 at 21:07:19
- Last Access Time: Wednesday, 27 May 2015 at 20:19:40

Q. How to detect the support of browser for appcache? **ANSWER**

We can detect the support of appcache by checking the existence of **applicationCache** in **window** object. We can use javascript if statement which checks the truth value of **window.applicationCache** object. The following screenshot shows the chrome console detecting applicationCache object.

✖️ ⌂ <top frame> ▼ Preserve log

```
> window.applicationCache
< ▾ ApplicationCache {status: 0, onchecking:
  null, onerror: null, onnoupdate: null,
  ondownloading: null...} ⓘ
  oncashed: null
  onchecking: null
  ondownloading: null
  onerror: null
  onnoupdate: null
  onobsolete: null
  onprogress: null
  onupdateready: null
  status: 0
▶ __proto__: ApplicationCache
```

Q. How to update the appcache manually?

ANSWER

We can update the cache by doing hard reload to the browser. We can also call **swapCache()** method to programmatically update the cache.

Chapter 16 Server Sent Events

Q. What is Server Side Events (SSE)?

ANSWER

HTML5 provides server side events feature by which a web page gets the update from the server automatically. A great example of this feature is Facebook notification or Google + updates.

Q. What is the content type of the server sent response? **ANSWER**

The content type of the server response is “**text/event-stream**” for the “**Content-Type**” header.

Q. How to create an event source for listening to server updates? **ANSWER**

An event source can be created by instantiating the object of **EventSource** class with a server path. The syntax for creating an event source is listed below.

```
var source = new EventSource("URL to Server");
```

Q. What are the event types is fired by an EventSource? **ANSWER**

An EventSource fires 3 different events. Callback methods can be attached to the source for listening to these events. These event types are listed below.

onopen : This event is fired when the server open the connection to the browser.

onmessage: This event is fired when server produces the new output to the stream.

onerror: This event is fired when an error occurs by some means.

Q. How to close an event stream?

ANSWER

The event stream can be closed using **close()** method.

Q. What is the format of event stream?

ANSWER

The event stream is a simple stream of text data, which must be encoded using **UTF-8**.

Each message is separated by a pair of newline characters. A colon as the first character of a line is, in essence, a comment, and is ignored.

Chapter 17 Miscellaneous Questions

Q. What is strict mode?

ANSWER

Strict mode is a new directive in new ECMA 5 JavaScript specification. It is used for secure JavaScript coding. It eliminates some JavaScript silent errors by changing them to throw errors.

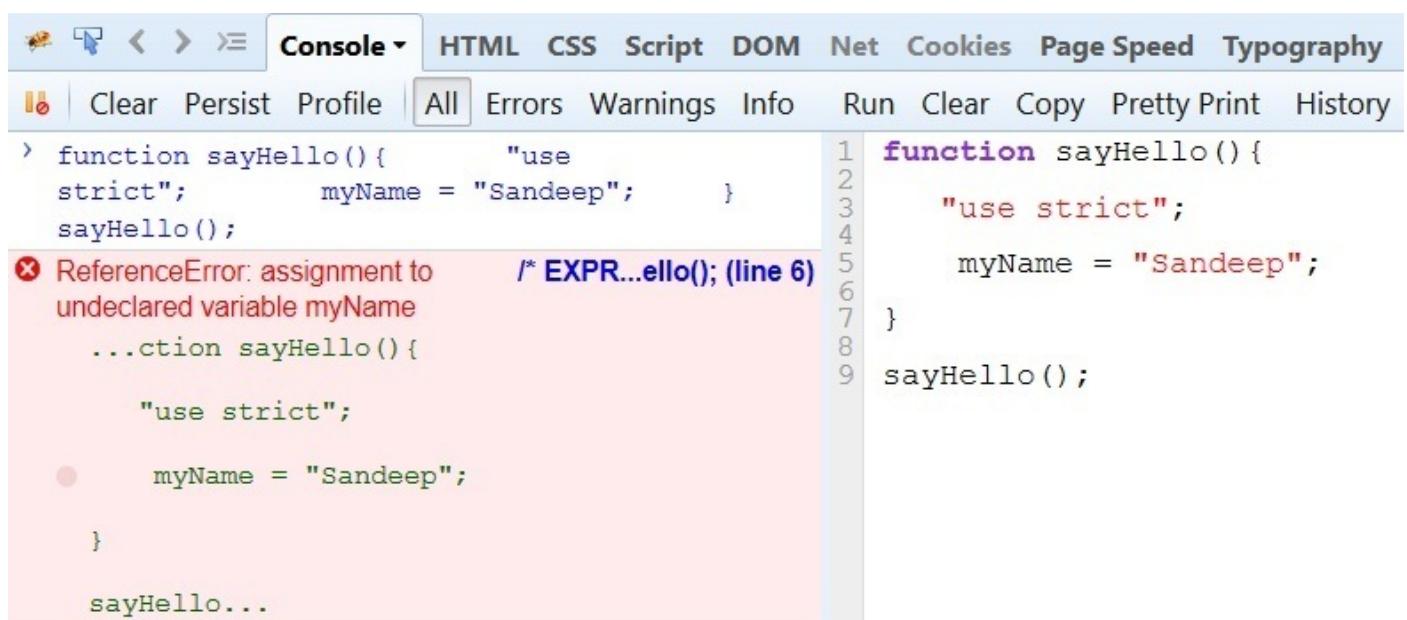
The syntax of writing strict mode is below expression.

“use strict”

Below code shows the use of strict mode inside a function.

```
function sayHello(){  
    "use strict";  
    myName = "Sandeep";  
}  
sayHello();
```

The following screenshot shows the error produced by using an undeclared variable inside the **sayHello()** method.



A screenshot of a browser's developer tools console. The tabs at the top include Console, HTML, CSS, Script, DOM, Net, Cookies, Page Speed, and Typography. The Script tab is selected. Below the tabs, there are buttons for Clear, Persist, Profile, All, Errors, Warnings, Info, Run, Clear, Copy, Pretty Print, and History. The main area shows a script with a syntax error. On the left, the code is shown:`> function sayHello() { "use
strict"; myName = "Sandeep"; }
sayHello();
✖ ReferenceError: assignment to
undeclared variable myName
...ction sayHello () {
 "use strict";

 myName = "Sandeep";

}
sayHello...`

On the right, the error message is displayed:

```
1  function sayHello(){  
2      "use strict";  
3      myName = "Sandeep";  
4  }  
5  sayHello();
```

The error message is: **ReferenceError: assignment to undeclared variable myName**. The line number is indicated as **(* EXPR...ello()); (line 6)**.

Q. List out some of the conditions that are not allowed in strict mode?

ANSWER

Find the list of the conditions that are not allowed in ECMA5 strict mode in below:

Using a variable without declaring is not allowed. Deleting a variable, a function, or an argument is not allowed.

Defining a property more than once is not allowed. Duplicating a parameter name is not allowed.

Octal numeric literals and escape characters are not allowed.

Writing to a read-only property is not allowed. Deleting an undeletable property is not allowed.

The string “eval” cannot be used as a variable. The string “arguments” cannot be used as a variable. The with statement is not allowed.

Future reserved keywords are not allowed.

Q. What is the output of $0.1+0.2$ produces in the console and why? **ANSWER**

JavaScript math library follows IEEE 754 standards for math. IEEE 754 standards use 64 bit representation for a floating point number. This causes a problem while evaluating the $0.1 + 0.2$ expression. Below screenshot shows the Firebug console for this expression.

The screenshot shows the Firebug console interface. The tabs at the top are: Console, HTML, CSS, Script, DOM, Net, Cookies. Below the tabs, there are buttons: Clear, Persist, Profile, Run, Clear, Copy, Pretty Print, History. The code in the console is:

```
' var sum = 0.1 +
0.2;
console.log(sum);
0.3000000000000004
```

The output is:

```
1 var sum = 0.1 + 0.2;
2 console.log(sum);
```

JavaScript internally converts the 0.1 to 16 precision which becomes 0.1000000000000000 and then 0.2 gets added and becomes 0.3000000000000004 .

Below screenshot shows this demonstration in JavaScript code.

The screenshot shows the Firebug console interface. The tabs at the top are: Console, HTML, CSS, Script, DOM, Net, Cookies, Page Speed, Typography. Below the tabs, there are buttons: All, Errors, Warnir, Run, Clear, Copy, Pretty Print, History. The code in the console is:

```
var num1 = 0.1.toPrecision(16)
num2 = 0.2; co...e.log(num1);
console.log(parseFloat(num1)+num2);
0.1000000000000000
0.3000000000000004
```

The output is:

```
1 var num1 = 0.1.toPrecision(16)
2 num2 = 0.2;
3 console.log(num1);
4 console.log(parseFloat(num1)+num2);
```

Q. How to resolve the issue $0.1+0.2 = 0.3000000000000004$ and produce $0.1+0.2 = 0.3$?

ANSWER

This issue can be resolved by using toFixed(1) method to this expression. toFixed() method converts a number to the specified decimal points. Below screenshot shows the use of toFixed() method to produce the correct output which is 0.3 .

The screenshot shows the Firebug console interface. The tabs at the top are: Console, HTML, CSS, Script, DOM, Net, Cookies, Page Speed, Typography. Below the tabs, there are buttons: All, Errors, Run, Clear, Copy, Pretty Print, History. The code in the console is:

```
' var sum = 0.1+0.2;
console.log(sum);
console.log(sum.toFixed(1));
0.3000000000000004
0.3
```

The output is:

```
1 var sum = 0.1+0.2;
2 console.log(sum);
3 console.log(sum.toFixed(1));
```

Q. What will be the output of the below code and why?

```
(function(){  
var a = b = 3;  
})();  
console.log(typeof a);  
console.log(typeof b);
```

ANSWER

The above code will print undefined and Number in the console. Below screenshot shows the output of the above code in the Firebug console.

The screenshot shows the Firebug console interface. The tabs at the top are: Console, HTML, CSS, Script, DOM, Net, and Cookies. Below the tabs, there are buttons for Clear, Persist, Profile, Run, Clear, Copy, Pretty Print, and History. The main area displays the following code and its execution results:

```
(function() { var  
a = b = 3; })();  
console.log(typeof a);  
console.log(typeof b);
```

Execution results:

```
1 (function() {  
2   var a = b = 3;  
3 }());  
4 console.log(typeof a);  
5 console.log(typeof b);
```

Output:

```
undefined  
number
```

JavaScript treats the above code as below screenshot. From the below code it is clear that variable **a** is in local scope of the function and be is treated as **this.b**. The current reference this represents the **window** object.

The screenshot shows the Firebug console interface. The tabs at the top are: Console, HTML, CSS, Script, DOM, Net, Cookies, and a partially visible tab. Below the tabs, there are buttons for Clear, Persist, Profile, Run, Clear, Copy, Pretty Print, and History. The main area displays the following code and its execution results:

```
'(function() {  
this.b = 3; var  
a = b; })();  
console.log(typeof a);  
console.log(typeof b);
```

Execution results:

```
1 (function() {  
2   this.b = 3;  
3   var a = b;  
4 }());  
5 console.log(typeof a);  
6 console.log(typeof b);  
7 |
```

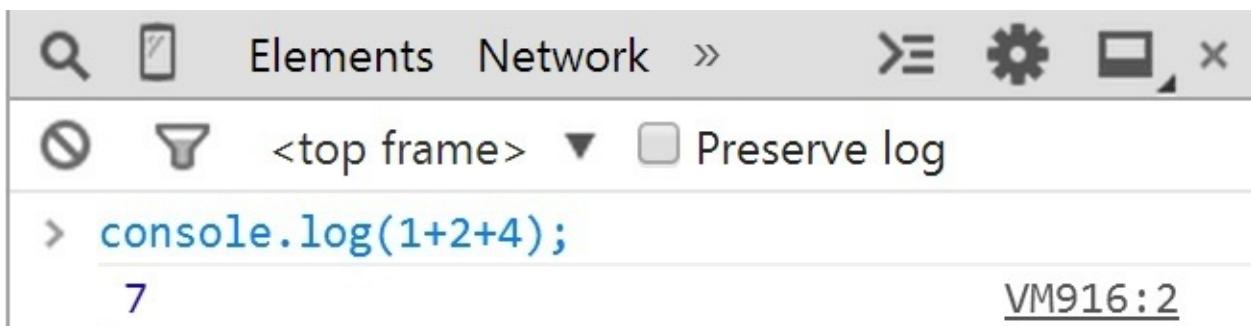
Output:

```
undefined  
number
```

Q. What will be the output of the below code and why? `console.log(1+2+4);`

ANSWER

The output of the above code is 7 as the parameters are all numbers. Below screenshot shows the output of the above code in a chrome console.



A screenshot of the Chrome DevTools console. The title bar shows 'Elements Network' and various icons. The main area shows the command '`> console.log(1+2+4);`' and its result '`7`'. To the right of the result is the file path '`VM916:2`'.

Q. Explain Hoisting in JavaScript?

ANSWER

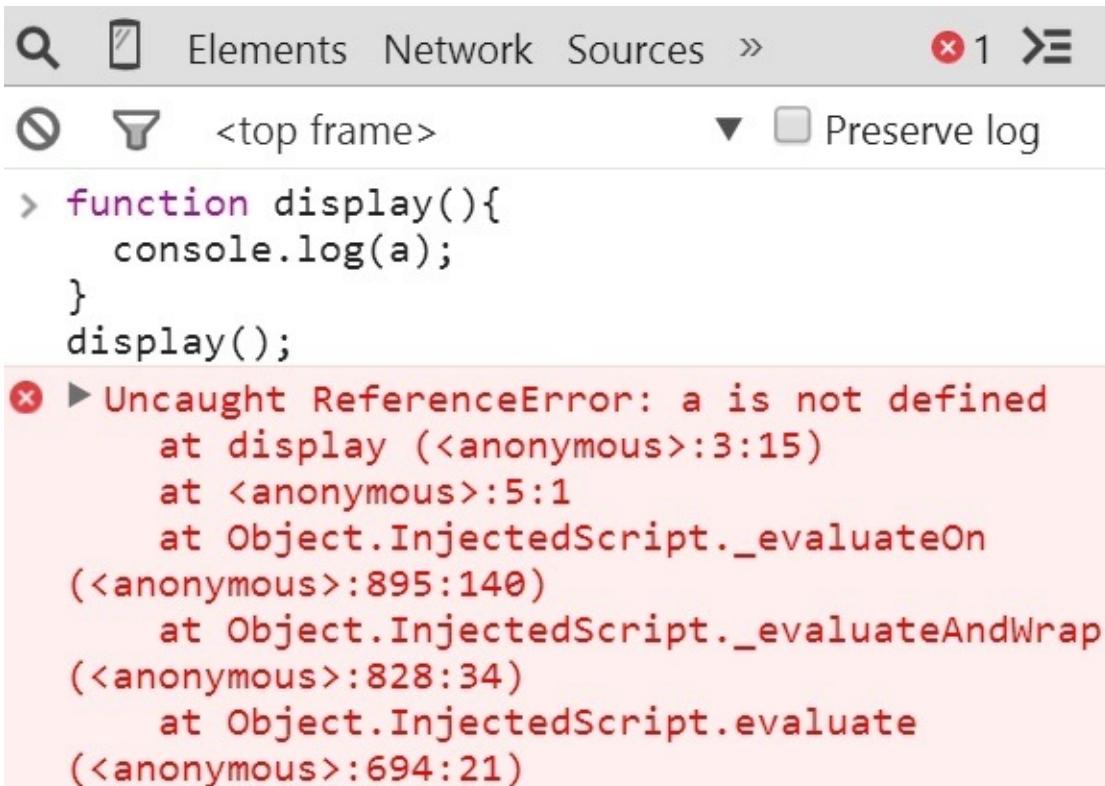
Hoisting is JavaScript's default behavior of moving declarations to the top. In other words, a variable can be used before it has been declared. Let's understand hoisting using these following examples.

Example 1:

The following code has a `display()` method which prints the value of `a` in the console.

```
function display(){ console.log(a);
}
display();
```

The output of the preceding code will be a **reference** error as we have not defined the variable. The following screenshot shows the output of the preceding code.



A screenshot of the Chrome DevTools console. The title bar shows 'Elements Network Sources' and various icons. The main area shows the command '`> function display(){
 console.log(a);
}`' followed by '`display();`'. A red error message box highlights the error: '`✖ ► Uncaught ReferenceError: a is not defined
 at display (<anonymous>:3:15)
 at <anonymous>:5:1
 at Object.InjectedScript._evaluateOn
(<anonymous>:895:140)
 at Object.InjectedScript._evaluateAndWrap
(<anonymous>:828:34)
 at Object.InjectedScript.evaluate
(<anonymous>:694:21)`'.

Example 2:

The following code has a `display()` method which prints the value of `a` in the console.

```
function display(){
var a;
```

```
        console.log("Output: "+a);
    }
display();
```

The output of the preceding code will be undefined as we have defined the variable but not assigned any value. The following screenshot shows the output of the preceding code.



A screenshot of the Chrome DevTools Console tab. The title bar shows 'Elements Network Sources Timeline >'. Below it, there are filters for 'No results' and '<top frame>'. A checkbox for 'Preserve log' is checked. The main area shows the following code and its output:

```
> function display(){
  var a;
  console.log("Output: "+a);
}
display();
Output: undefined
```

Example 3:

The following code has a **display()** method which prints the value of a in the console.

```
function display(){
console.log("Output: "+a);
var a;
}
display();
```

The output of the preceding code will be undefined as we have defined the variable but not assigned any value. Example 2 and Example 3 has same output. It means the variable declaration is moved to the top. The following screenshot shows the output of the preceding code.



A screenshot of the Chrome DevTools Console tab. The title bar shows 'Elements Network Sources Timeline >'. Below it, there are filters for 'No results' and '<top frame>'. A checkbox for 'Preserve log' is checked. The main area shows the following code and its output:

```
> function display(){
  console.log("Output: "+a);
  var a;
}
display();
Output: undefined
```

About The Author



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One Last Thing...

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All the best,

Sandeep Kumar Patel.