## h5bp / Front-end-Developer-Interview-Questions



- Explain event delegation.
- Explain how this works in JavaScript.
  - o Can you give an example of one of the ways that working with this has changed in ES6?
- Explain how prototypal inheritance works.
- What's the difference between a variable that is: null, undefined or undeclared?
  - o How would you go about checking for any of these states?
- What is a closure, and how/why would you use one?
- What language constructions do you use for iterating over object properties and array items?
- Can you describe the main difference between the Array.forEach() loop and Array.map() methods and why you would pick one versus the other?
- What's a typical use case for anonymous functions?
- What's the difference between host objects and native objects?
- Explain the difference between: function Person(){}, var person = Person(), and var person = new Person()?
- Explain the differences on the usage of foo between function foo() {} and var foo = function() {}
- Can you explain what Function.call and Function.apply do? What's the notable difference between the two?
- Explain Function.prototype.bind.
- What's the difference between feature detection, feature inference, and using the UA string?
- · Explain "hoisting".
- Describe event bubbling.
- Describe event capturing.
- What's the difference between an "attribute" and a "property"?
- What are the pros and cons of extending built-in JavaScript objects?
- What is the difference between == and ===?
- Explain the same-origin policy with regards to JavaScript.
- Why is it called a Ternary operator, what does the word "Ternary" indicate?
- What is strict mode? What are some of the advantages/disadvantages of using it?
- What are some of the advantages/disadvantages of writing JavaScript code in a language that compiles to JavaScript?
- What tools and techniques do you use debugging JavaScript code?
- Explain the difference between mutable and immutable objects.
  - What is an example of an immutable object in JavaScript?
  - What are the pros and cons of immutability?
  - How can you achieve immutability in your own code?
- Explain the difference between synchronous and asynchronous functions.

- What is event loop?
  - What is the difference between call stack and task queue?
- What are the differences between variables created using let, var or const?
- What are the differences between ES6 class and ES5 function constructors?
- Can you offer a use case for the new arrow => function syntax? How does this new syntax differ from other functions?
- What advantage is there for using the arrow syntax for a method in a constructor?
- What is the definition of a higher-order function?
- Can you give an example for destructuring an object or an array?
- Can you give an example of generating a string with ES6 Template Literals?
- Can you give an example of a curry function and why this syntax offers an advantage?
- What are the benefits of using spread syntax and how is it different from rest syntax?
- How can you share code between files?
- Why you might want to create static class members?

## **Coding questions**

• Make this work:

```
duplicate([1,2,3,4,5]); // [1,2,3,4,5,1,2,3,4,5]
```

• Create a for loop that iterates up to 100 while outputting "fizz" at multiples of 3, "buzz" at multiples of 5 and "fizzbuzz" at multiples of 3 and 5