

## Essential JavaScript Interview Questions

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# Essential JavaScript Interview Questions

## 1. Explain the result of output:

```
(function test () {  
    console.log(  
        {}.constructor === arguments.constructor,  
        [].constructor === arguments.constructor  
    );  
})();
```

## 2. Explain the result of output:

```
(function test (arguments) {  
    console.log(arguments[0]);  
})(100);
```

```
(function test () {  
    var arguments;  
    console.log(arguments[0]);  
})(200);
```

```
(function test() {  
    function sum() {  
        var sum = 0, i;  
        for (i in arguments) {  
            sum += i;  
        }  
        return sum;  
    }  
  
    console.log(sum(10, 20, 30, 40, 50));  
})();
```

## 3. Explain the result of output:

```
(function test() {
    console.log(
        function () {} instanceof Object,
        function () {} instanceof Function,
        Function instanceof Object,
        Object instanceof Function
    );
})();
```

#### 4. Explain the result of output:

```
(function test() {
    console.log(
        function () {}.apply.length
    );
})();
```

### 5. EXPLAIN THE RESULT OF OUTPUT:

#### 5.1 Function & Function.prototype

```
console.log(
    Function instanceof Function,
    Function.prototype instanceof Function,
    Function.prototype.isPrototypeOf(Function),
    Function === Function.prototype,
    Function === Function.prototype.constructor,
    typeof Function.prototype,
    typeof Function
)

(function test() {
    console.log(
        Function === Object.constructor,
        Function === Number.constructor,
        Function === Function.constructor,
        Function === Window.constructor,
        Object === Object.prototype.constructor,
        Number === Number.prototype.constructor,
        Array === Array.prototype.constructor,
        Window === Window.prototype.constructor
    );
})();
```

#### 6. Explain the result of output:

```
(function test() {
    console.log(
        typeof Object.prototype,
        typeof String.prototype,
        typeof RegExp.prototype
    );
})();
```

```
(function test() {
    console.log(
        typeof undefined,
        typeof typeof undefined,
        typeof null,
    );
})();
```

```

        typeof 1 / null,
        typeof [],
        typeof {},
        typeof document
    );
})();

(function test() {
    console.log(
        typeof Infinity,
        typeof NaN,
        typeof {null: null}.null,
        typeof {NaN: NaN}.NaN,
        typeof {Infinity: Infinity}.Infinity
    );
})();

```

## 7. Explain the result of output:

```

(function test() {
    var fn = function () {
        return this * 2;
    };

    console.log(fn.apply(undefined));
    console.log(fn.apply(null));
    console.log(fn.apply(1));
})();

(function test() {
    'use strict';
    var fn = function () {
        return this * 2;
    };

    console.log(fn.apply(undefined));
    console.log(fn.apply(null));
    console.log(fn.apply(1));
})();

```

## 8. Explain the result of output:

```

(function test() {
    console.log(
        Object.prototype.toString.call([]),
        Object.prototype.toString.call({}),
        Object.prototype.toString.call(Window),
        (16).toString(16),
        (true).toString(16),
        (false).toString(16)
    );
})();

```

## 9. Explain the result of output:

```

(function test() {
    var sum = function (a, b) {
        return a + b;
    };
    console.log(typeof sum.call.apply);
})();

```

```
    console.log(sum.call.apply(null, [1, 2]));  
  })();
```

## 10. Explain the result of output:

```
(function test() {  
    console.log(void (p = 1 / ""), p);  
})();
```

## 11. Explain the result of output:

```
(function test() {  
    (function () {  
        a = 1;  
        var a = 2;  
    })();  
    console.log(a);  
})();
```

```
(function test() {  
    var a = 1;  
    function test() {  
        if (!a) {  
            var a = 10;  
        }  
        console.log(a);  
    }  
    test();  
    console.log(a);  
})();
```

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

## 12. Which a variant is preferable and why?

```
(function test() {  
    console.log(error !== undefined && error.x);  
})();
```

```
(function test() {  
    console.log(typeof error !== 'undefined' && error.x);  
})();
```

## 13. Explain the result of output:

13.1

```
(function test() {  
    var a = [];  
    a[100] = undefined;  
    console.log(a.length);  
  
    var b = new Array('100');  
    console.log(b.length);  
})();
```

### 13.2

```
(function test() {  
    var a = [];  
  
    console.log(  
        a.length,  
        [ , ].length,  
        [ , , ].length  
    );  
  
    a.length = -1;  
    console.log(a.length);  
})();
```

### 13.3

```
(function test() {  
    var a = [1, 2, 3, 4, 5];  
  
    a.length = null;  
    console.log(a[4]);  
})();
```

### 13.4

```
(function test() {  
    var b = [1, 2, 3, 4, 5];  
  
    b.length = undefined;  
    console.log(b[4]);  
})();
```

### 13.5

```
(function test() {  
    console.log(  
        [1,2,[3,4]] + [[5,6], 7, 8]  
    );  
    console.log([[[1], 2], 3].length);  
})();
```

## 14. Explain the result of output:

```
(function test() {  
    console.log(  
        9 < 5 < 1,  
        2 < 6 < 1,  
        1 < 3 < 4  
    );  
})();
```

**15. Explain the result of output:**

```
(function test() {  
    function fn() {  
        return  
        {  
            value: "test"  
        }  
    }  
  
    console.log(  
        typeof fn()  
    );  
})();
```

**16. Explain the result of output:**

```
(function test() {  
    function sum(a, b) {  
        return a + b;  
    }  
  
    function sum(c) {  
        return c;  
    }  
  
    console.log(sum(3));  
    console.log(sum(2, 4));  
})();
```

**17. Explain the result of output:**

```
(function test() {  
    a = 1;  
    window.b = 2;  
    this.c = 3;  
    var d = 4;  
  
    delete a;  
    delete b;  
    delete c;  
    delete d;  
  
    console.log(typeof a, typeof b, typeof c, typeof d);  
})();
```

**18. Explain the result of output:**

```
(function test() {  
    var a = 1;  
  
    setTimeout(function () {  
        a = 0;  
        console.log('Hi!');  
    }, 0);  
  
    while (a) {  
    }  
    console.log('Hello!');  
})();
```

## 19. Explain the result of output:

```
(function test() {  
    console.log(  
        [] - [],  
        [] + [],  
        {} - {},  
        {} + {}  
    );  
})();
```

## 20. Explain the result of output:

```
(function test() {  
    var holder = {value: 1},  
        holder2 = holder;  
  
    holder.result = holder = {value: 0};  
  
    console.log(  
        holder.result,  
        holder2  
    );  
})();
```

## 21. Explain the result of output:

```
(function test() {  
    var test = {  
        property: 'Value',  
  
        getPropertyValue: function () {  
            return this.property;  
        }  
    };  
  
    var getPropertyValue = test.getPropertyValue;  
  
    console.log(  
        getPropertyValue(),  
        test.getPropertyValue()  
    );  
})();
```

```
(function test () {  
    "use strict";  
  
    var holder, fn;  
    holder = {  
        holderFn: function () {  
            console.log(this);  
        }  
    };  
    fn = holder.holderFn;  
  
    holder.holderFn();  
    fn();  
})();
```

## 22. What is the maximum depth of the stack, starting with the "test" function?

```

<script>
  var a = [1, 2, 3, 4, 5];

  (function test() {
    console.log((new Error()).stack);

    var item = a.pop();
    item && setTimeout(arguments.callee, 0);
  })();
</script>

```

```

var a = [1, 2, 3, 4, 5];

(function test() {
  console.log((new Error()).stack);

  var item = a.pop();
  item && arguments.callee();
})();

```

## 23. Explain the result of output:

```

(function test() {
  function fn() {
    arguments.callee.count = arguments.callee.count || 0;
    return arguments.callee.count++;
  }

  console.log(
    fn(),
    fn(),
    fn()
  );
})();

```

## 24. Explain the result of output:

```

(function test() {
  var a = '5', b = 2, c = a+++b;
  console.log(c);
})();

```

## 25. EXPLAIN THE RESULT OF OUTPUT:

### 25.1 Arithmetic OPERATORS

```

console.log(
  3+--+2+--+1,
  016 * 2,
  0x16 * 2,
  0.1 + 0.2,
  0.1 + 0.2 === 0.3,
  (0.1 + 0.2) + 0.3 === 0.1 + (0.2 + 0.3)
);

```

```

console.log(
  Math.floor(999.99) === ~~999.99,
  Math.floor(-999.99) === ~~-999.99,
  ~function(){}(),

```



```

    ~~function(){}(),
    ~~null,
    ~~undefined,
    ~~[],
    ~~{},
    ~~'Test'
);

console.log(
    1 + "2" + "2",
    1 + +"2" + "2",
    1 + -"1" + "2",
    +"1" + "1" + "2",
    "2" * 3,
    "6" / 2,
    "A" - "B" + "2",
    "A" - "B" + 2
);

console.log(
    Number('Test!'),
    Number(''),
    Number('00010'),
    Number(true),
    Number(NaN),
    parseInt('2', 2),
    parseInt('011', 8),
    parseInt('011', 10),
    parseInt('00C', 16),
    parseInt([10, 9, 8, 7, 6, 5, 4, 3, 2, 1]),
    1 / -0,
    isNaN(1 / -0),
    isFinite(1 / -0),
    0 / -0,
    isNaN(0 / -0),
    isFinite(0 / -0),
    1 / 0,
    isNaN(1 / 0),
    isFinite(1 / 0),
    0 / 0,
    isNaN(0 / 0),
    isFinite(0 / 0),
    NaN === NaN,
    Infinity === Infinity
);

```

## 26. Explain the result of output:

```

console.log(true == [1] && true == [2]);

console.log(
    new Boolean() == true,
    new Boolean("") == true,
    new Boolean("0") == true,
    new Boolean("1") == true,
    new Boolean("true") == true
);

console.log(
    false == '0',
    false === '0',
    true == '1',

```

```

    true === '1',
    true == '2',
    true === '2'
  );

```

## 27. Explain the result of output:

```

(function () {
  var fn = function () {
    console.log(typeof this);
  };
  fn.call("Hello World!");
})();

(function () {
  "use strict";
  var fn = function () {
    console.log(typeof this);
  };
  fn.call("Hello World!");
})();

console.log(
  (function () {
    return (new this).stack;
  }).apply(Error)
);

```

## 28. Explain the result of output:

```

(function test() {
  var a = {},
      b = {value: 'test1'},
      c = {value: 'test2'};

  a[b] = 'test3';
  a[c] = 'test4';

  console.log(a[b]);
})();

```

## 29. Explain the result of output:

```

console.log(
  Date(),
  new Date,
  +Date(),
  +new Date,
  +new Date(),
  +new Date() === +new Date
);

```

## 30. Explain the result of output:

```

console.log(typeof confirm('Do you like JavaScript?'));

```

## 31. Eliminate non-existent state of promise.

1. fulfilled

2. awaiting
3. pending
4. refused
5. rejected
6. interrupted

### 32. Explain the result of output:

```
(function test() {  
  console.log(  
    [1, 2, 3, 4, 5].map(function (n) {  
      return n === 1 && 1 || arguments.callee(n - 1) * n;  
    })  
  );  
})();
```

```
(function test() {  
  "use strict";  
  console.log(  
    [1, 2, 3, 4, 5].map(function (n) {  
      return n === 1 && 1 || arguments.callee(n - 1) * n;  
    })  
  );  
})();
```

### 33. Explain the result of output:

```
(function test() {  
  var s1 = 'test',  
      s2 = new String('test'),  
      s3 = String('test');  
  
  console.log(  
    s1 == s2,  
    s1 === s2,  
    s1 == s3,  
    s1 === s3,  
    s1.constructor === s2.constructor,  
    s1.constructor === s3.constructor,  
    typeof s1,  
    typeof s2,  
    typeof s3  
  );  
  
  console.log(  
    s1.slice() == s1,  
    s1.slice() == s2,  
    s1.slice() == s3,  
    s1.slice() === s1,  
    s1.slice() === s2,  
    s1.slice() === s3  
  );  
  
  s1[2] = 'w';  
  console.log(s1);  
})();
```

### 34. Explain the result of output:

```
(function test() {  
  var a = [1, 2, 3],
```

```
        b = a.reverse(),
        c = [4, 5, 6];

    b.push(c);

    console.log(a.length, b.length);
    console.log(a.slice(-1));
    console.log(b.slice(-1));
  })();
```

### 35. Explain the result of output:

```
(function test() {
    for (var i = 0; i < 5; i++) {
        setTimeout(function () {
            console.log(i);
        }, 0)
    }
})();
```

### 36. Explain the result of output:

```
<script>
    Object.defineProperty(this, "value", {
        value: 100,
        writable: false
    });

    value = 200;

    console.log(window.value, this.value, value);
</script>

<script>
    Object.defineProperty(this, "variable", {
        value: 100,
        configurable: false
    });

    console.log(delete variable);
</script>

<script>
    var a = 100;
    console.log(Object.getOwnPropertyDescriptor(this, "a"));

    b = 200;
    console.log(Object.getOwnPropertyDescriptor(this, "b"));
</script>
```

### 37. Explain the result of output:

```
(function test() {
    var Factory = function () {
        var a = [];
        a[Array.prototype.pop.apply(arguments)] = 1;
        return a;
    };

    console.log(
        Factory(0).length,
```

```

        Factory(100).length,
        Factory(Infinity).length,
        Factory(NaN).length
    );
})();

```

### 38. Explain the result of output when the page is fully loaded:

```

<html>
  <head>
    <script>
      setTimeout(function () {
        console.log(
          performance.now() > 5000
        );
      }, 10000);
    </script>
  </head>
  <body>
  </body>
</html>

```

### 39. Do you see the pitfalls in the code?

```

<html>
  <body>
    <script>
      function nodeHouse(id) {
        var node;
        return {
          make: function () {
            node = document.createElement("div");
            node.setAttribute('id', id);
            document.body.appendChild(node);
            return this;
          },
          destroy: function () {
            document.body.removeChild(node);
            return this;
          },
          test: function () {
            return node.getAttribute('id') == id;
          }
        };
      };

      var nodesHouse = [],
          currentNodeHouse;

      for (var i = 0; i < 100000; i++) {
        nodesHouse.push(currentNodeHouse = nodeHouse(i));
        currentNodeHouse.make().destroy();
      }
    </script>
  </body>
</html>

```

### 40. HOW TO PREVENT A MEMORY LEAK?

#### 40.1 GLOBAL OBJECTS

```

/** This is a modifiable section */
function CacheKey () {
  this.t = new Array(2000);
}

```

```

}

var cacheKeys = {},
    index = 0,
    cache = new Map();

/** This is not a modifiable section - START **/
function addToMap() {
    setTimeout(addToMap);

    cacheKeys[index] = new CacheKey();
    cache.set(cacheKeys[index], 'New value');

    delete cacheKeys[index];
    index++;
}

setTimeout(addToMap);
/** This is not a modifiable section - END **/

```

## 41. Explain the result of output:

```

(function () {
    var dynamicCode = '(function () {return this})();';

    console.log(
        eval(dynamicCode),
        eval.call(null, dynamicCode)
    );
})();

(function () {
    'use strict';
    var dynamicCode = '(function () {return this})();';

    console.log(
        eval(dynamicCode),
        eval.call(null, dynamicCode)
    );
})();

```

## 42. EXPLAIN THE RESULT OF OUTPUT:

### 42.1 FUNCTION CONSTRUCTOR SCOPE

```

(function () {
    var a = 1;
    (new Function('a = 2'))();
    console.log('a1:', a)
})();

console.log('a2:', a)

```

### 42.2 FUNCTION CONSTRUCTOR SCOPE

```

(function () {
    var b = 3;
    (new Function('b = 4')).call(this);
    console.log('b1:', b);
})();

console.log('b2:', b);

```

### 42.3 FUNCTION CONSTRUCTOR SCOPE, STRICT MODE

```
(function () {
    'use strict';

    var c = 5;
    (new Function('c = 6'))();
    console.log('c1:', c);
})();

console.log('c2:', c);

(function () {
    'use strict';

    var c = 5;
    (new Function('"use strict"; c = 6'))();
    console.log('c3:', c);
})();

console.log('c4:', c);
```

### 42.4 FUNCTION CONSTRUCTOR SCOPE, STRICT MODE

```
(function () {
    'use strict';

    var d = 7;
    (new Function('d = 8')).call(this);
    console.log('d1:', d);
})();

console.log('d2:', d);

(function () {
    'use strict';

    var d = 7;
    (new Function('"use strict"; d = 8')).call(this);
    console.log('d3:', d);
})();

console.log('d4:', d);
```

## 43. EXPLAIN THE RESULT OF OUTPUT:

---

### 43.1 FUNCTION CONSTRUCTOR, STRICT MODE

```
(function () {
    console.log(
        new Function('return this')()
    );
    console.log(
        new Function('"use strict"; return this')()
    );
})();
```

### 43.2 FUNCTION CONSTRUCTOR, STRICT MODE

```
(function () {  
    'use strict';  
  
    console.log(  
        new Function('return this')()  
    );  
    console.log(  
        new Function('"use strict"; return this')()  
    );  
})();
```

### 43.3 FUNCTION CONSTRUCTOR, STRICT MODE

```
(function () {  
    console.log(  
        new Function('return arguments[0]')()  
    );  
    console.log(  
        new Function('"use strict"; return arguments[0]')()  
    );  
})(123);
```

### 43.4 FUNCTION CONSTRUCTOR, STRICT MODE

```
(function () {  
    'use strict';  
  
    console.log(  
        new Function('return arguments[0]')()  
    );  
    console.log(  
        new Function('"use strict"; return arguments[0]')()  
    );  
})(123);
```

## 44. EXPLAIN THE RESULT OF OUTPUT:

---

### 44.1 FUNCTION DECLARATION, HOISTING

```
(function test() {  
    fn();  
  
    function fn () {  
        console.log('The function is called!');  
    }  
})();
```

### 44.2 FUNCTION EXPRESSION, HOISTING

```
(function test() {  
    fn();  
  
    var fn = function () {  
        console.log('The function is called!');  
    }  
})();
```

### 44.3 FUNCTION EXPRESSION, HOISTING



```
(function test() {  
  myFn();  
  
  var fn = function myFn() {  
    console.log('The myFn function is called!');  
  }  
})();
```

#### 44.4 FUNCTION EXPRESSION, IIFE (IMMEDIATELY INVOKABLE FUNCTION EXPRESSIONS)

```
console.log(!function foo() {return 0;});  
console.log(!function foo() {return 0;}());  
console.log(-function foo() {return 1;});  
console.log(-function foo() {return 1;}());  
console.log(+function foo() {return 1;});  
console.log(+function foo() {return 1;}());  
console.log(~function foo() {return 1;});  
console.log(~function foo() {return 1;}());  
console.log(void function foo() {return 1;});  
console.log(void function foo() {return 1;}());
```

## 45. YOU NEED TO IMPLEMENT:

---

#### 45.1 "MULTIPLY" FUNCTION. [NUMBER INSTANCES](#)

```
console.log((33).multiply(2)); // 66  
console.log((33).multiply(3)); // 99
```

#### 45.2 "DUPLICATION" FUNCTION. [STRING INSTANCES](#)

```
console.log('HELLO'.duplication()); // HELLOHELLO
```

## 46. EXPLAIN THE RESULT OF OUTPUT:

---

#### 46.1 [COMMA OPERATOR](#)

```
console.log(  
  typeof (true, '1', 1)  
);
```

#### 46.2 [COMMA OPERATOR](#)

```
(function test() {  
  var x, y, z;  
  x = (y = 1, z = 2);  
  
  console.log(x);  
})();
```

## 47. EXPLAIN THE RESULT OF OUTPUT:

---

#### 47.1 [new OPERATOR](#)

```
var testClass1 = function () {  
  return new Number(1);  
};
```

```
var testClass2 = function () {  
    return Number(2);  
};  
  
console.log(  
    new testClass1 instanceof testClass1,  
    new testClass2 instanceof testClass2  
);
```

## 48. YOU NEED TO IMPLEMENT:

---

### 48.1 instanceof OPERATOR

```
var testClass = function () {}  
<YOUR_CODE_HERE>  
console.log(new testClass instanceof Array); // true
```

### 48.2 instanceof OPERATOR

```
var testClass1 = function () {  
    <YOUR_CODE_HERE>  
}  
var testClass2 = function () {  
    <YOUR_CODE_HERE>  
}  
  
var object1 = new testClass1();  
var object2 = testClass1();  
  
console.log(object1 instanceof testClass1 === object2 instanceof testClass1); // true  
console.log(object1 instanceof testClass2 === object2 instanceof testClass2); // true
```

## 49. YOU NEED TO IMPLEMENT:

---

### 49.1 isPrototypeOf OPERATOR

```
var testObject1 = {x: 1};  
var testObject2 = <YOUR_CODE_HERE>  
  
console.log(  
    testObject1.isPrototypeOf(testObject2) // true  
);
```

### 49.2 isPrototypeOf OPERATOR

```
var testClass1 = function () {};  
var testClass2 = function () {};  
  
<YOUR_CODE_HERE>  
  
console.log(  
    testClass1.prototype.isPrototypeOf(new testClass2) // true  
);
```

## 50. EXPLAIN THE RESULT OF OUTPUT:

---

### 50.1 Object.create METHOD

```
console.log(  
    typeof Object.create(null).prototype,  
    Object.create(null) instanceof Object,  
    Object.create({}) instanceof Object  
);
```

## 50.2 Object.create METHOD & Object.assign METHOD

```
var o = Object.assign(Object.create(null), { a: 1 }, { a: 2 }, { a: 3 });  
Object.assign(Object.prototype, { f: function() {} });  
  
for (var i in o) {  
    console.log(o[i]);  
}
```

## 51. EXPLAIN THE RESULT OF OUTPUT:

---

### 51.1 Event Loop

```
// The first tab is followed to http://localhost  
localStorage.setItem('test', 100500);  
location.reload(true);  
localStorage.setItem('test1', 100501);  
  
setTimeout(function () {  
    localStorage.setItem('test2', 100502);  
});  
  
setTimeout(function () {  
    localStorage.setItem('test3', 100503);  
}, 100);  
  
// Then the second tab is followed to http://localhost  
console.log(  
    localStorage.getItem('test'),  
    localStorage.getItem('test1'),  
    localStorage.getItem('test2'),  
    localStorage.getItem('test3')  
);
```