

# TW-011 STUDENT VERSION

---



CLARUSWAY  
WAY TO REINVENT YOURSELF

## Meeting Agenda

---

- ▶ Icebreaking
- ▶ Questions
- ▶ Interview Questions
- ▶ Coding Challenge
- ▶ Video of the week
- ▶ Retro meeting
- ▶ Case study / project

# Teamwork Schedule

---

## Ice-breaking

5m

- Personal Questions (Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

## Team work

5m

- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

## Ask Questions

15m

### 1. Which statement creates a new object using the Person constructor?

- A. let student = construct Person;
- B. let student = new Person();
- C. let student = construct Person();
- D. let student = Person();

### 2. When would 'results shown' be logged to the console?

```
let modal = document.querySelector('#result');
setTimeout(function () {
  modal.classList.remove('hidden');
}, 10000);
console.log('Results shown');
```

- A. immediately
- B. after 10 second
- C. after 10000 seconds
- D. after results are received from the HTTP request

**3. What is the result in the console of running the code shown?**

```
let Storm = function () {};  
Storm.prototype.precip = 'rain';  
  
let WinterStorm = function () {};  
WinterStorm.prototype = new Storm();  
WinterStorm.prototype.precip = 'snow';  
  
let bob = new WinterStorm();  
console.log(bob.precip);
```

- A. Storm()
- B. is not defined
- C. 'snow'
- D. 'rain'

**4. What is the result in the console of running this code?**

```
function logThis() {  
  this.desc = 'logger';  
  console.log(this);  
}  
new logThis();
```

- A. {desc: "logger"}
- B. undefined
- C. window
- D. function

**5. For the following class, how do you get the value of 42 from an instance of X?**

```
class X {  
  get Y() {  
    return 42;  
  }  
}  
var x = new X();
```

- A. x.get('Y')
- B. x.Y
- C. x.Y()
- D. x.get().Y

**6. Your code is producing the error: `TypeError: Cannot read property 'reduce' of undefined`. What does that mean?**

- A. You are calling a method named `reduce` on an object that's has a null value.
- B. You are calling a method named `reduce` on an empty array.
- C. You are calling a method named `reduce` on an object that's declared but has no value.
- D. You are calling a method named `reduce` on an object that does not exist.

**7. What is the result in the console of running the code shown?**

```
var start = 1;
function setEnd() {
  var end = 10;
}
setEnd();
console.log(end);
```

- A. 0
- B. 1
- C. 10
- D. ReferenceError

**8. What will this code log in the console?**

```
function sayHello() {
  console.log('hello');
}

console.log(sayHello.prototype);
```

- A. an object with a constructor property
- B. undefined
- C. 'hello'
- D. an error message

**9. Which method cancels event default behavior?**

- A. `stop()`
- B. `cancel()`
- C. `prevent()`
- D. `preventDefault()`

**10. Which method is called automatically when an object is initialized?**

- A. `create()`
- B. `new()`
- C. `constructor()`
- D. `init()`

## Interview Questions

15m

**1. What is the difference between a class and an object in JavaScript?**

**2.2. Why are classes important in OOP? How do they help developers write better code?**

**3. Can you provide some examples of using inheritance in JavaScript?**

**4. What do you understand by polymorphism?**

**5. What is encapsulation?**

## Coding Challenge

20m

- [Coding Challenge: Random Password Generator \(JS-08\)](#)



## Coffee Break

10m



## Video of the Week

5m

- [What are Classes, Objects, and Constructors?](#)

## Retro Meeting on a personal and team level

5m

Ask the questions below:

- What went well?
- What went wrong?
- What is the improvement areas?

## Case study/Project

15m

[Digital Clock JS-05](#)

## Closing

5m

-Next week's plan

-QA Session

---