**Javascript Interview Questions**

[**http://www.codeproject.com/Articles/620811/Latest-JavaScript-Interview-Questions-and-Answers**](http://www.codeproject.com/Articles/620811/Latest-JavaScript-Interview-Questions-and-Answers)

**1) What is the difference between JavaScript and Jscript?**

Ans:Both JavaScript and Jscript are almost similar. JavaScript was developed by Netscape. Microsoft reverse engineered Javascript and called it JScript.

**2) What are the types used in JavaScript?**

Ans:String, Number, Boolean, Function, Object, Null, Undefined.

**3) How do you submit a form using JavaScript?**

Ans:Use document.forms[0].submit();

**4) What does isNaN function do?**

Ans: It returns true if the argument is not a number.

Example:

##### **Code**

document.write(isNaN("Hello")+ "<br>");  
document.write(isNaN("2013/06/23")+ "<br>");  
document.write(isNaN(123)+ "<br>");

The output will be:

true  
true  
false

**5) What do you understand by this keyword in JavaScript?**

Ans: In JavaScript the this is a context-pointer and not an object pointer. It gives you the top-most context that is placed on the stack. The following gives two different results (in the browser, where by-default the window object is the 0-level context):

var obj = { outerWidth : 20 };  
   
function say() {  
 alert(this.outerWidth);  
}  
   
say();*//will alert window.outerWidth*say.apply(obj);*//will alert obj.outerWidth*

**6) What does "1"+2+4 evaluate to?**

Ans: Since 1 is a string, everything is a string, so the result is 124.

**7) What does 3+4+"7" evaluate to?**

Ans: Since 3 and 4 are integers, this is number arithmetic, since 7 is a string, it is concatenation, so 77 is the result.

**8) How do you change the style/class on any element using JavaScript?**

Ans:

##### **Code**

document.getElementById(“myText”).style.fontSize = “10";

-or-

document.getElementById(“myText”).className = “anyclass”;

**9) Does JavaScript support foreach loop?**

Ans: JavaScript 1.6(ECMAScript 5th Edition) support foreach loop,

See example here <http://jsfiddle.net/gpDWk/>

**10) What looping structures are there in JavaScript?**

Ans: for, while, do-while loops

**11) How you will add function as a property in a JavaScript object? Give an example.**

Ans:

##### **Code**

var man = new Object();  
man.name = 'Vikas Ahlawat';  
man.living = true;  
man.age = 27;  
man.getName = function() { return man.name;}  
console.log(man.getName()); *// Logs 'Vikas Ahlawat'.*

**12) What is the similarity between the 1st and 2nd statement?**

1st:- var myString = new String('male'); // An object.

2nd:- var myStringLiteral = 'male'; // Primitive string value, not an object.

Ans: Both will call String() constructor function

You can confirm it by running the following statement:

console.log(myString.constructor, myStringLiteral.constructor);

**13) What would be the output of the following statements?**

var object1 = { same: 'same' };  
var object2 = { same: 'same' };  
console.log(object1 === object2);

Ans: // Logs false, JavaScript does not care that they are identical and of the same object type.

When comparing complex objects, they are equal only when they reference the same object (i.e., have the same address). Two variables containing identical objects are not equal to each other since they do not actually point at the same object.

**14) What would be the output of the following statements?**

##### **Code**

var object1 = { same: 'same' };  
var object2 = object1;  
console.log(object1 === object2);

Ans: // Logs true

**15) What is this?**

var myArray = [[[]]];

Ans: Three dimensional array

**16) Name any two JavaScript functions which are used to convert non-numeric values into numbers?**

Ans:

Number()  
parseInt()  
parseFloat()

##### **Code**

var n1 = Number(“Hello world!”); *//NaN*var n2 = Number(“”); *//0*var n3 = Number(“000010”); *//10*var n4 = Number(true); *//1*var n5 = Number(NaN); *//NaN*

**17) Does JavaScript Support automatic type conversion, If yes give example.**

Ans: Yes! Javascript support automatic type conversion. You should take advantage of it, It is most common way of type conversion used by Javascript developers.

Ex.

var s = '5';  
var a = s\*1;  
var b = +s;  
typeof(s); *//"string"*typeof(a); *//"number"*typeof(b); *//"number"*

(1) HOW DO YOU DEFINE A PRIVATE METHOD IN JS? HOW WILL YOU EXPLAIN IT TO A COLLEGE STUDENT WHO ONLY KNOWS JAVA?

# **Private Members in JavaScript**

## Objects

JavaScript is fundamentally about *objects*. Arrays are objects. Functions are objects. Objects are objects. So what are objects? Objects are collections of name-value pairs. The names are strings, and the values are strings, numbers, booleans, and objects (including arrays and functions). Objects are usually implemented as hashtables so values can be retrieved quickly.

If a value is a function, we can consider it a *method*. When a method of an object is invoked, the this variable is set to the object. The method can then access the instance variables through the this variable.

Objects can be produced by *constructors*, which are functions which initialize objects. Constructors provide the features that classes provide in other languages, including static variables and methods.

## Public

The members of an object are all *public* members. Any function can access, modify, or delete those members, or add new members. There are two main ways of putting members in a new object:

### In the constructor

This technique is usually used to initialize public instance variables. The constructor's this variable is used to add members to the object.

function Container(param) {  
 this.member = param;  
}

So, if we construct a new object

var myContainer = new Container('abc');

then myContainer.member contains 'abc'.

### In the prototype

This technique is usually used to add public methods. When a member is sought and it isn't found in the object itself, then it is taken from the object's constructor's prototype member. The prototype mechanism is used for inheritance. It also conserves memory. To add a method to all objects made by a constructor, add a function to the constructor's prototype:

Container.prototype.stamp = function (string) {  
 return this.member + string;  
}

So, we can invoke the method

myContainer.stamp('def')

which produces 'abcdef'.

## Private

*Private* members are made by the constructor. Ordinary vars and parameters of the constructor becomes the private members.

function Container(param) {  
 this.member = param;  
 var secret = 3;  
 var that = this;  
}

This constructor makes three private instance variables: param, secret, and that. They are attached to the object, but they are not accessible to the outside, nor are they accessible to the object's own public methods. They are accessible to private methods. Private methods are inner functions of the constructor.

function Container(param) {  
  
 function dec() {  
 if (secret > 0) {  
 secret -= 1;  
 return true;  
 } else {  
 return false;  
 }  
 }  
  
 this.member = param;  
 var secret = 3;  
 var that = this;  
}

The private method dec examines the secret instance variable. If it is greater than zero, it decrements secret and returns true. Otherwise it returns false. It can be used to make this object limited to three uses.

By convention, we make a private that variable. This is used to make the object available to the private methods. This is a workaround for an error in the ECMAScript Language Specification which causes this to be set incorrectly for inner functions.

Private methods cannot be called by public methods. To make private methods useful, we need to introduce a privileged method.

## Privileged

A *privileged* method is able to access the private variables and methods, and is itself accessible to the public methods and the outside. It is possible to delete or replace a privileged method, but it is not possible to alter it, or to force it to give up its secrets.

Privileged methods are assigned with this within the constructor.

function Container(param) {  
  
 function dec() {  
 if (secret > 0) {  
 secret -= 1;  
 return true;  
 } else {  
 return false;  
 }  
 }  
  
 this.member = param;  
 var secret = 3;  
 var that = this;  
  
 this.service = function () {  
 return dec() ? that.member : null;  
 };  
}

service is a privileged method. Calling myContainer.service() will return 'abc' the first three times it is called. After that, it will return null. service calls the private dec method which accesses the private secret variable. service is available to other objects and methods, but it does not allow direct access to the private members.

## Closures

This pattern of public, private, and privileged members is possible because JavaScript has *closures*. What this means is that an inner function always has access to the vars and parameters of its outer function, even after the outer function has returned. This is an extremely powerful property of the language. There is no book currently available on JavaScript programming that shows how to exploit it. Most don't even mention it.

Private and privileged members can only be made when an object is constructed. Public members can be added at any time.

## Patterns

### Public

function *Constructor*(...) {

this.*membername* = *value*;

}

*Constructor*.prototype.*membername* = *value*;

### Private

function *Constructor*(...) {

var that = this;

var *membername* = *value*;

function *membername*(...) {...}

}

Note: The function statement

function *membername*(...) {...}

is shorthand for

var *membername* = function *membername*(...) {...};

### Privileged

function *Constructor*(...) {

this.*membername* = function (...) {...};

}