

1. What is backend development and how is it different from frontend development?
2. Mention three backend programming languages.
3. What is a server? Explain its role in backend development.
4. Define an API and explain its purpose.
5. What is a database and why is it important in backend systems?
6. List two differences between SQL and NoSQL databases.
7. What is a backend framework? Mention one example.
8. Explain what HTTP is and why it is important.
9. Mention two responsibilities of a backend developer.
10. What does CRUD stand for? Explain each word.
11. What is authentication and why is it important for backend applications?
12. What is the difference between a GET request and a POST request?

Answer to section 1

\*What is backend development and how is it different from frontend development?\*

Backend development refers to the server-side of web development, focusing on the logic, database integration, and server configuration. It's different from frontend development, which focuses on the client-side, dealing with user interface, user experience, and client-side logic.

\*Three backend programming languages:\*

1. Python
2. Java
3. Node.js (JavaScript)

\*What is a server? Explain its role in backend development.\*

A server is a computer or system that provides services, data, or resources to other computers or devices over a network. In backend development, a server hosts the application, handles requests, and provides data to clients.

\*Define an API and explain its purpose.\*

An API (Application Programming Interface) is a set of defined rules and protocols that enables different applications to communicate with each other. Its purpose is to provide a standardized interface for data exchange and integration.

\*What is a database and why is it important in backend systems?\*

A database is a collection of organized data stored in a way that allows for efficient retrieval and manipulation. It's crucial in backend systems for storing, managing, and retrieving data.

\*Two differences between SQL and NoSQL databases:\*

1. SQL databases are relational, while NoSQL databases are non-relational/document-based.
2. SQL databases have fixed schemas, while NoSQL databases have dynamic or flexible schemas.

\*What is a backend framework? Mention one example.\*

A backend framework is a software framework that provides a structure for building web applications, simplifying tasks like routing, templating, and database integration. Example: Express.js (Node.js)

\*Explain what HTTP is and why it is important.\*

HTTP (Hypertext Transfer Protocol) is a protocol for transferring data over the web. It's essential for communication between clients and servers, enabling data exchange and web functionality.

\*Two responsibilities of a backend developer:\*

1. Designing and implementing server-side logic
2. Integrating with databases and APIs

\*What does CRUD stand for? Explain each word.\*

CRUD stands for:

- Create: Creating new data or resources
- Read: Retrieving existing data or resources
- Update: Modifying existing data or resources
- Delete: Deleting data or resources

\*What is authentication and why is it important for backend applications?\*

Authentication is the process of verifying user identity, typically through credentials like username and password. It's crucial for securing applications, controlling access, and protecting user data.

\*What is the difference between a GET request and a POST request?\*

A GET request retrieves data from a server, while a POST request sends data to a server for processing or storage. GET requests are typically used for fetching data, while POST requests are used for creating or updating data.

## Section B:

### JavaScript variables & Datatypes

\*What is a variable in JavaScript?\*

A variable is a container that stores a value, allowing you to reference and manipulate it in your code.

\*Three ways to declare variables in JavaScript:\*

1. `var x = 10;`
2. `let y = 20;`
3. `const z = 30;`

\*Difference between let and const:\*

- `let` declares a variable that can be reassigned.
- `const` declares a constant variable that cannot be reassigned.

\*Seven primitive datatypes in JavaScript:\*

1. String
2. Number
3. Boolean
4. Null
5. Undefined
6. Symbol
7. BigInt

\*Datatype of the value: true\*

Boolean

\*Datatype of a JavaScript array\*

Object

\*Example of a string in JavaScript\*

'hello world'

\*Example of a number in JavaScript\*

'42'

\*Output of this expression? typeof "123"\*

"string"

\*Difference between null and undefined:\*

- `null` represents a deliberate absence of value, often assigned explicitly.
- `undefined` represents an uninitialized or non-existent variable/property, often the default state.

Section C:

Coding.

\*1. Declare a variable using let and assign your name to it.\*

```
let name = "John Doe";
```

\*2. Write JavaScript code to add two numbers and log the result.\*

```
let num1 = 10;
```

```
let num2 = 20;
```

```
let sum = num1 + num2;
```

```
console.log(sum); // Output: 30
```

\*3. Create an object called student with properties: name, age, and department.\*

```
let student = {
```

```
    name: "Jane Doe",
```

```
    age: 20,
```

```
    department: "Computer Science"
```

```
};
```

\*4. Write a JavaScript function called greet() that prints "Hello World".\*

```
function greet() {
```

```
    console.log("Hello World");
```

```
}
```

```
greet(); // Output: Hello World
*5. Write a program that checks if a number is even or odd.*
let num = 10;
if (num % 2 === 0) {
  console.log("Even");
} else {
  console.log("Odd");
}
*6. Create an array of 5 colors and print the first color.*
let colors = ["Red", "Green", "Blue", "Yellow", "Purple"];
console.log(colors[0]); // Output: Red
*7. Write a function that returns the square of a number passed into it.*
function square(num) {
  return num * num;
}
console.log(square(5)); // Output: 25
*8. Write a small code snippet that converts a string to a number.*
let value = "42";
let numValue = Number(value);
console.log(numValue); // Output: 42
// or
let numValue2 = parseInt(value);
console.log(numValue2); // Output: 42
```