**1.What is JavaScript?**

A. JavaScript is a text-based programming language used both on the client-side and server-side that allows you to make web pages interactive. Where HTML and CSS are languages that give structure and style to web pages, JavaScript gives web pages interactive elements that engage a user.

JavaScript is a scripting language that enables you to create dynamically updating content,

control multimedia, animate images, and pretty much everything else.

**2.What is the use of isNaN function?**

A. In JavaScript NaN is short for "Not-a-Number".

The isNaN() method returns true if a value is NaN.

The isNaN() method converts the value to a number before testing it.

The isNaN() function is used to check whether a given value is an illegal number or not.

It returns true if value is a NaN else returns false. It is different from the Number.

**3.What is negative Infinity?**

A. Number.NEGATIVE\_INFINITY returns negative infinity.

Number.NEGATIVE\_INFINITY is "a number lower than any other number".

NEGATIVE\_INFINITY is a property of the JavaScript Number object.

You can only use it as Number.NEGATIVE\_INFINITY.

Using x.NEGATIVE\_INFINITY, where x is a variable, will return undefined:

**4.Which company developed JavaScript?**

A. JavaScript was invented by Brendan Eich in 19 95. It was developed for Netscape 2, and became the ECMA-262 standard in 1997. After Netscape handed JavaScript over to ECMA, the Mozilla foundation continued to develop JavaScript for the Firefox browser. Mozilla's latest version was 1.8.

**5.What are undeclared and undefined variables?**

A. Undefined: It occurs when a variable has been declared but has not been assigned with any value. Undefined is not a keyword.

Undeclared: It occurs when we try to access any variable that is not initialized or declared earlier using var or const keyword. If we use ‘typeof’ operator to get the value of an undeclared variable, we will face the runtime error with return value as “undefined”. The scope of the undeclared variables is always global.

**6.Write the code for adding new elements dynamically?**

A. Creation of new element: New elements can be created in JS by using the createElement() method.

Syntax:

document.createElement("<tagName>");

// Where <tagName> can be any HTML

// tagName like div, ul, button, etc.

// newDiv element has been created

For Eg: let newDiv = document.createElement("div");

**7.What is the difference between ViewState and SessionState?**

A. The basic difference between these two is that the ViewState is to manage state at the client's end, making state management easy for end-user while SessionState manages state at the server's end, making it easy to manage content from this end too

**8.What is === operator?**

A. The strict equality ( === ) operator checks whether its two operands are equal, returning a Boolean result. Unlike the equality operator, the strict equality operator always considers operands of different types to be different.

**9. How can the style/class of an element be changed?**

A. Approach 1: Changing CSS with the help of the style property:

Syntax:

document.getElementById("id").style.property = new\_style

Approach 2: Changing the class itself – We can use two properties that can be used to manipulate the classes.

1. The classList Property: The classList is a read-only property that returns the CSS class names of an element as a DOMTokenList object.

Syntax:

document.getElementById("id").classList

You can use the below-mentioned methods to add classes, remove classes, and toggle between different classes respectively.

The add() method: It adds one or more classes.

The remove() method: It removes one or more classes.

The toggle() method: If the class does not exist it adds it and returns true. It removes the class and returns false. The second boolean argument forces the class to be added or removed.

2. The className Property: This property is used to set the current class of the element to the specified class.

Syntax:

document.getElementById("id").className = class

**10. How to read and write a file using JavaScript?**

A. On the client side, you can’t read or write files in JavaScript browsers. The fs module in Node.js may be used to accomplish this on the server-side. It has methods for reading and writing files on the file system that are both synchronous and asynchronous.

The fs.readFile() and rs.writeFile() methods are used to read and write of a file using javascript. The file is read using the fs.readFile() function, which is an inbuilt method. This technique reads the full file into memory and stores it in a buffer.

Syntax:

fs.readFile( file\_name, encoding, callback\_function )

The fs.writeFile() function is used to write data to a file in an asynchronous manner. If the file already exists, it will be replaced.

Syntax:

fs.writeFile( file\_name, data, options, callback )

**11. What are all the looping structures in JavaScript?**

A. JavaScript supports different kinds of loops:

for - loops through a block of code a number of times

for/in - loops through the properties of an object

for/of - loops through the values of an iterable object

while - loops through a block of code while a specified condition is true

do/while - also loops through a block of code while a specified condition is true

**12. How can you convert the string of any base to an integer in JavaScript?**

A. In JavaScript parseInt() function (or a method) is used to convert the passed-in string parameter or value to an integer value itself. This function returns an integer of the base which is specified in the second argument of the parseInt() function.

**13.What is the function of the delete operator?**

A.The delete operator removes a property from an object. If the property's value is an object and there are no more references to the object, the object held by that property is eventually released automatically.

**14.What are all the types of Pop up boxes available in JavaScript?**

A.JavaScript has three kind of popup boxes: Alert box, Confirm box, and Prompt box.

**15.What is the use of Void (0)?**

A.JavaScript void 0 means returning undefined (void) as a primitive value. You might come across the term “JavaScript:void(0)” while going through HTML documents. It is used to prevent any side effects caused while inserting an expression in a web page.

**16.How can a page be forced to load another page in JavaScript?**

A.We can use window. location property inside the script tag to forcefully load another page in Javascript. It is a reference to a Location object that is it represents the current location of the document. We can change the URL of a window by accessing it.

<script>

window.location = <Path / URL>

</script>

**17.What are the disadvantages of using innerHTML in JavaScript?**

A.Event handlers attached to any DOM element are preserved.

Replacement is done everywhere.

It is not possible to append innerHTML.

Breaks the document.

Used for Cross-site Scripting.