# Web Development Placement Readiness Test - IBI Group

Ans 1 :
Cookies: Cookies are small strings of data stored directly in the browser. They are set by web servers using the set cookies http-header. Next time when the request is sent to the same domain, the browser sends the cookies using the http-header.

localStorage: Local Storage is a web storage object which is not sent to the server with each request. This data survives a full request and even a full browser restart.

sessionStorage: Session storage has the same properties and methods, but session storage only exists for a single time a user visits a site, next time will have different session storage, even different tab in same browser.

Ans 2:
5
5
5
5
5
this code uses set time out to wait for the function to execute but since the for loop is async, the loop will run five times and then wait for all of the setTimeout's to finish, here it will wait 100ms after that it will print 5, 5 times(because this will be the value of 'i' when the setTimeout is finished, if we have used let instead of var it would have stored the current value and have printed that instead.

Ans 3:
Sharding is a way of distributing and storing data across multiple servers or "shards" in MongoDB. It's a technique used to handle large amounts of data efficiently by spreading the data across several machines instead of storing it all on a single server.
It has better scalability, performance and is more flexible to use.

Ans 4:
We can chain promises and make them pass the resolved values to one another like this

```
p1.then(function (result ))=>{
        alert (result);
        return2;
}. then(...).....
```

the idea is to pass the result through the chain of .then handlers.

Ans 5:
React components are reusable building blocks that encapsulate UI elements and their behavior. They manage state, accept input (props), and render the UI based on that state and props. Components can be nested, allowing for a structured, declarative, and efficient approach to building dynamic and interactive user interfaces.

Ans 6:
when there are callbacks inside callbacks and the code gets difficult to manage it is called callback hell. Since there are so many nested callbacks it becomes harder to read and debug. It is also called pyramid of doom

Ans 8:
1,4,3,2
1 will be printed first since the first line will be executed instantly, then the second line will be gone parallel to wait for settimeout to finish, then the next line will also be given for parallel execution, although it has 0 timeout, but still it will be executed parallel which take some time and in the mean time the forth line will be printed

Ans 10 :
1,4,3,2
Same logic as question 8