1. What is JavaScript?

Ans: JavaScript is a lightweight, cross-platform, single-threaded programming language. It is also known as scripting language. JavaScript is used to make websites interactive and to provide dynamic content.

1. Types of datatypes in JavaScript:

Ans: There are 3 major datatypes in JavaScript i.e. primitive, special, non-primitive or composite.

Primitive datatypes are the datatypes which hold single values and are immutable. It includes number, string, boolean and symbol.

Special datatypes are undefined and null. Undefined is used when we declare a variable and not initialize it whereas null is used to explicitly represents absence of a value.

Non-primitive or composite datatypes are the datatypes which holds multiple values and are mutable. It includes objects, arrays, functions.

1. What is variable?

Ans: A variable in JavaScript is a named storage location which can hold a value. The value can be of any type like number,string, object, array or even functions. We can create variables in JavaScript using var, let or const keyword.

1. What is typeOf operator in JavaScript?

Ans: typeOf operator in JavaScript is a unary operator which accepts only one operand. Operand can be of any data type. The typeOf operator returns a string indicating the data type of the passed operand.

1. What is a function?

Ans: A function is a reusable piece of code designed to perform a particular task.

There are 2 types of functions: pre-defined and user-defined.

Pre-defined functions are the functions which are already defined in the JavaScript and we don’t have to define them. For example: console.log(), prompt(), alert(),etc.

User-defined functions are the functions which are defined by us as a programmer and we can use them in our code.

There are 3 types user can create functions – named , anonymous and arrow function.

1. What is named, anonymous and arrow function?

Ans: Named functions are declared using the function keyword followed by the name of the function. We can invoke the named function using the function name.

Whereas anonymous functions do not have a name so invoke the anonymous function we store it in a variable.

Arrow functions is the concise way to write a function. They were introduced in ES6 version and they are also known as lambda functions.

1. What is a string?

Ans: String is a sequence of characters. We write strings in double or single quotes.

1. What is an index?

Ans: Index is a position of an element and it always starts from 0.

1. What is the property of strings?

Ans: The property we can apply to strings is length property. By using length property, we can find the length of the string.

1. List the methods we have for strings?

Ans.

1. charAt(index) – returns character value present at the specified index.
2. toUpperCase() – capitalize the string.
3. toLowerCase() – small case the string.
4. trim() – it trims the whitespace from the left and the right side of the string.
5. replace(searchValue, replaceValue) – accepts 2 arguments. First is the word which we want to replace and second is the word with which we want to replace. If you want to replace all the characters you can use replaceAll().
6. Split(“separator”) – it splits a string into substring array, then returns that newly created string.
7. indexOf(“searchString”) – returns the index of the searchString.
8. lastIndexOf(“searchString”) - returns the last index of the searchString.
9. startsWith(“searchString”) – returns Boolean values.
10. endsWith(“searchString”) - returns Boolean values.
11. Slice(start,end) – returns the section of the string.
12. substring(start,end) – returns the section of the string.
13. subStr(start,end) - returns the section of the string.
14. toString() – returns string representation.
15. parseInt(“strNumber”) – convert string to number.
16. new Number(“strNumber”) – convert string to number.
17. What is the difference between var, let, const?

Ans:

|  |  |  |
| --- | --- | --- |
| var | let | const |
| Global or function scope | Block scope always | Block scope always |
| Can be redeclare and reinitialized | Can be reinitialized but cannot redeclare | Can be reinitialized but cannot redeclare |
| Not necessary to initialize while declaring. | Not necessary to initialize while declaring. | Necessary to initialize while declaring. |

1. What is break and continue jump statement?

Ans: break and continue are the two most important statements of javascript.

Break statement is used to exit a loop early. It is used to terminate the loop prematurely and skip over the rest of the iterations of loop.

Continue statement is used to skip the current iteration of the loop and continue with the next iteration of the loop.

1. What is an infinite loop?

Ans: Infinite loop is a piece of code that lacks a functional exit so it repeats itself indefinitely.

1. When to use switch case statement?

Ans: you can use switch statement when you have a variable to check against various possible values and want to execute the different code blocks for different conditions.

1. What is global, function and block scope?

Ans: Scope refers to accessibility of the variables and functions.

There are 3 scopes: global, function and block.

Global scope: variables declared outside of all the functions are known as global variables and in the global scope. They can be accessed from anywhere in the program.

Local scope or function scope: variables declared inside a function are known as local variables and have local scope. They can only be accessed from within the function in which they are declared.

Block scope: variables declared inside a block of code, such as curly braces are known as block scoped variables and have block scope. They can only be accessed from within the block in which they are declared.

Var is the function scoped whereas, let and const is block scoped.

1. What is an array?

Ans: Array is a non-primitive data type which can store multiple values. Array allows duplicate elements. Each value in an array has a numeric position, known as index and its start from 0.

1. What is a map?
2. What is set?
3. What is object?