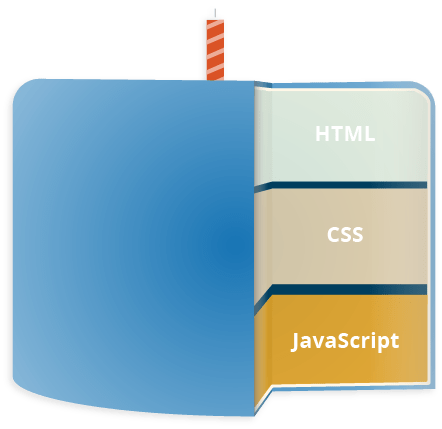
**Q.1:- What is JavaScript?**

**ANS:-** JavaScript is a scripting or programming language that allows you to implement complex features on web pages — every time a web page does more than just sit there and display static information for you to look at — displaying timely content updates, interactive maps, animated 2D/3D graphics, scrolling video jukeboxes, etc. — you can bet that JavaScript is probably involved. It is the third layer of the layer cake of standard web technologies, two of which ([HTML](https://developer.mozilla.org/en-US/docs/Learn/HTML) and [CSS](https://developer.mozilla.org/en-US/docs/Learn/CSS)) we have covered in much more detail in other parts of the Learning Area.



**Q.2:-What is the use of isNaN function?**

**ANS:-** The JavaScript **isNaN()**Function is used to check whether a given value is an illegal number or not. It returns true if the value is a NaN else returns false. It is different from the Number.isNaN() Method.

**Syntax:**

**Parameter Values:** This method accepts a single parameter as mentioned above and described below:

* **value:** It is a required value passed in the isNaN() function.

**Return Value:** It returns a Boolean value i.e. returns true if the value is NaN else returns false.

**Q.3:- What is negative infinity?**

**ANS:-** NEGATIVE\_INFINITY is **a special numeric value that is returned when an arithmetic operation or mathematical function generates a negative value greater than the largest representable number in JavaScript** (i.e., more negative than -Number. MAX\_VALUE) . JavaScript displays THE NEGATIVE\_INFINITY value as -Infinity .

**Q.4:- Which company developed JavaScript?**

**ANS:-** JavaScript was invented by **Brendan Eich** in 1995. 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.

**Q.5:- What are undeclared and undefined variables?**

**ANS:- Undefined variable means a variable has been declared but does not have a value.** **Undeclared variable means that the variable does not exist in the program at all**.

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

**ANS:-** Javascript is a very important language when it comes to learning how the browser works. Often there are times we would like to add dynamic elements/content to our web pages. This post deals with all of that.

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

**Q.7:- What is the difference between view state and sessionstate?**

**ANS:-** 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. ViewState: It is maintained at only one level that is page-level.

**Q.8:- What is === operator?**

**ANS:-** The **strict equality (===)** operator checks whether its two operands are equal, returning a Boolean result. Unlike the [equality](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Equality) operator, the strict equality operator always considers operands of different types to be different.

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

**ANS:-** If you want to build a cool website or app then UI plays an important role. We can change, add or remove any CSS property from an HTML element on the occurrence of any event with the help of JavaScript. There are two approaches that allow us to achieve this task.

**Approach 1:**Changing CSS with the help of the style property:

**Syntax:**

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

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

**ANS:- 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.

**Q.11:- What are the looping structures in JavaScript?**

**ANS:- 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.

**Q.12:- How can you convert the string of any base to an interger in JavaScript?**

**ANS:-** 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.

**Q.13:- What is the function of the delete operator?**

**ANS:-** 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.

**Q.14:- What are all the types of pop up boxes available in JavaScript?**

**ANS:-** In Javascript, popup boxes are used to display the message or notification to the user. There are three types of [pop-up boxes in JavaScript](https://www.geeksforgeeks.org/javascript-dialogue-boxes/) namely**Alert Box**,**Confirm Box** and**Prompt Box**.

**Alert Box:** It is used when a warning message is needed to be produced. When the alert box is displayed to the user, the user needs to press ok and proceed.

**Syntax:**

alert("your Alert here")

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

**ANS:-** 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**

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

**ANS:-** We can use ***[window.location](https://www.geeksforgeeks.org/javascript-window-location-and-document-location-objects/)*** 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.

**Syntax:**

<script>

    window.location = <Path / URL>

</script>

**Q.17:- What are the disadvantage of using innerHTML in JavaScript?**

**ANS:-** The [innerHTML property](https://www.geeksforgeeks.org/html-dom-innerhtml-property/) is a part of the Document Object Model (DOM) that is used to set or return the HTML content of an element. Where the return value represents the text content of the HTML element. It allows JavaScript code to manipulate a website being displayed. More specifically, it sets or returns the HTML content (the inner HTML) of an element. The innerHTML property is widely used to modify the contents of a webpage as it is the easiest way of modifying DOM. But there are some disadvantages to using innerHTML in JavaScript.

**Disadvantages of using innerHTML property in JavaScript:**

* **The use of innerHTML very slow:** The process of using innerHTML is much slower as its contents as slowly built, also already parsed contents and elements are also re-parsed which takes time.
* **Preserves event handlers attached to any DOM elements:** The event handlers do not get attached to the new elements created by setting innerHTML automatically. To do so one has to keep track of the event handlers and attach it to new elements manually. This may cause a memory leak on some browsers.