

CSS

- What is box model? Give the order of the properties starting from the outer level.
 - Margin, border, padding, content
- What are the properties for positioning and how are they related:
 - Positions: static, relative, absolute, fixed and sticky
 - Static: is the default value and is relative to the body
 - Relative: An element's new position relative to its normal position. (need to apply position helper properties)
 - Absolute: relative to its parent element
 - Fixed : relative to the html document and is not affected by scroll.
 - Sticky is a mix of position: relative and position: fixed. It behaves until a declared point like position: relative, after that it changes its behavior to position: fixed .
- What is z-index and what is its relation to positioned elements? Is a z-index of 10 on top or below a z-index of 1.
 - Z-index affects the level order of components, 10 would be on top of 1.
 - X index will only effect positioned elements that are not static.
- What is a media query and what is its biggest use case.
 - Takes a value at which a change should be made.
 - Mobile responsiveness.
- How would you select multiple elements vs selecting direct descendants? How do you select indirect children.
 - > for direct descendants and ~ for indirect spacing for multi select.

- What is specificity and what are the levels? When would you use class vs id.
 - Id is more specific than a class and in turn would override a class.
- How many ways are there to implement CSS:
 - 3: stylesheets, inline and style tags
- Explain cascading:
 - Styling executes from top to bottom, therefore styles at the bottom of the will override any previously styled element at the top unless specificity is used.
- What are some of the most common units of measure and what is best used for responsive design.
 - Em, rem, viewport, pixel, percent.
 - percent

JS - jQuery

Scrub-

- What are the differences in == VS === :
 - == compares (“loosely”) the value whereas === compares value and type.
- Explain the difference between var, const, and let and what are the differences.:
 - Var is the older keyword to declare a variable
 - let and const are the ES5 key for variable declaration
 - Let can be reassigned where const is constant and cannot.
- Explain the difference in dot notation and bracket notation and when you would use them.
 - Dot notation is used to access, assign and change the value of an object but linking the key to the object name. (obj.keyName)

- Bracket notation is used to access specific index of an array or object (for object can be used if key name is unknown)

Rook-

- What is the difference between a for loop and a for in loop:
 - For loops iterate an index and for in iterates keys.
- Can you give me a list of the four most common built in higher order functions and what they return and use cases.
 - Map, Filter, Reduce, ForEach
- What is a closure and give an example.
 - Closures are functions that return a function from within the scope of the original function.
 - `var a = 4;`
 - `function myFunction() {`
 - `return a * a;`
 - `}`
- Describe event handling, how .
 - An event that can be handled is something happening in a browser window, including a document loading, the user clicking a mouse button, the user pressing a key, and the browser screen changing size. When a function is assigned to handle an event type, the function is run when an event of the event type occurs.
- What is REST and what are the 4 main methods.
 - Get Put Post Delete
- What are the benefits and downsides of using jQuery:
 - Benefits: Allows easy dom manipulation with a large library of built in tools.
 - Downsides: It's very large, version control
- How would you get the value from an element using jQuery.
 - `selector.val()`
- What is string interpolation (template literals) and

Snipe-

- What is Hoisting:

- Hoisting is taking all variables and moving them to the top of the there scope at execution.
- What is bubbling and how do you solve it:
 - It relates to the order in which event handlers are called when one element is nested inside a second element, and both elements have registered a listener for the same event (a click, for example)
 - Adding a third parameter of false to outer event listener.
- What is prototyping and how would you create one:
 - Prototypes are inherited methods applied to classes, obj and types.

```
function Person(first, last, age, eyecolor) {
  this.firstName = first;
  this.lastName = last;
  this.age = age;
  this.eyeColor = eyecolor;
}
```

```
Person.prototype.name = function() {
  return this.firstName + " " + this.lastName;
};
```

- What is the super when used in a constructor:
 - The super() keyword in javascript is used in order to call the methods of the parent class. This is often used within a constructor function to call the parent constructor function. ... The first occurence is in the constructor, when super() is used in the constructor it will call the parent class constructor.
- What is this in javascript:
 - 'this' is a reference to the current object instantiated by the class. In JavaScript, 'this' normally refers to the object which 'owns' the method, but it depends on how a function is called
- What are call(), apply() and bind() and what do they do:
 - these 3 methods are used to control the invocation of a function
 - bind() is used to add the context in an object to a function.
 - call() invokes a function with context passed in as params

- `apply()` invokes a function with context passed in as an array.

JS White Board Questions 3 levels

- Write a function that when passed a string will return true if it is a palindrome and false if it is not.

Return `str.toLowerCase().split('').reverse().join() === str.toLowerCase()` ? true : false

- Write a function that prints the numbers from 0 to N. But for multiples of three, print "Fizz" instead of the number, and for the multiples of five, print "Buzz". For numbers which are multiples of both three and five print "FizzBuzz".
- Write a sorting algorithm that takes in a random array and returns it sorted, please provide its runtime. (follow up questions : what could you do to make this more efficient, what sorting algorithm has the most stable runtime) added points for recursion and efficiency.