**Q-01. What are the advantages of jQuery?**

**ANS =** Most popular and open source

Very fast and easily extensible

Used to develop cross-browser compatible web applications as jQuery works in almost the same manner for different kinds of browsers.

Improves the performance of an application when using the minimised version of the jQuery library. The size of the minimized js file is almost 50% less than the normal is file. A reduction in the file size makes the web page load and work faster.

Commonly implemented UI-related functionalities are written using minimal lines of code.

**Q-02. List some Features of jQuery.?**

**ANS =** DOM element choices utilizing the multi-browser open-source selector engine Sizzle, a jQuery project spin-off.

* DOM manipulation is based on CSS selectors that employ element names and characteristics, such as id and class, as criteria to pick nodes in the DOM.
* Events
* Animations and effects.
* AJAX.
* Deferred and Promise objects are used to govern asynchronous processing.
* JSON parsing
* Extensibility through plugins
* Utilities such as feature detection
* Compatibility methods that are natively present in newer browsers but require fallbacks for older ones, such as inArray() and each ().
* Support for many browsers (not cross-browser). jQuery 1.x and 2.x both support "current-1 versions" (that is, the current stable version of the browser and the version that came before it) of Firefox, Google Chrome, Safari, and Opera. Version 1.x also works with Internet Explorer 6 and above. However, jQuery version 2.x abandoned support for Internet Explorer 6-8 (which accounts for less than 2% of all browsers in use) and now only supports IE 9 and subsequent versions.

**Q-03. Write the code for adding new elements dynamically?**

**ANS=** <html>

<head>

<title>t1</title>

<script type="text/javascript">

function addNode () { var newP = document. createElement("p");

var textNode = document.createTextNode(" This is a new text node");

newP.appendChild(textNode); document.getElementById("firstP").appendChild(newP); }

</script> </head>

<body> <p id="firstP">firstP<p> </body>

</html>

**Q-04. What are global variables? How are these variable declared?**

**ANS =** Global variables are available throughout the length of the code so that it has no scope. The var keyword is used to declare a local variable or object. If the var keyword is omitted, a global variable is declared.

**Example:**

**// Declare a global: globalVariable = “Test”;**

The problems faced by using global variables are the clash of variable names of local and global scope. Also, it is difficult to debug and test the code that relies on global variables.

**Q-05. What is the working of timers in JavaScript?**

**ANS =** Timers are used to execute a piece of code at a set time or repeat the code in a given interval. This is done by using the functions setTimeout, setInterval, and clearInterval.

The setTimeout(function, delay) function is used to start a timer that calls a particular function after the mentioned delay. The setInterval(function, delay) function repeatedly executes the given function in the mentioned delay and only halts when cancelled. The clearInterval(id) function instructs the timer to stop.

Timers are operated within a single thread, and thus events might queue up, waiting to be executed.