**General Questions:**

* What did you learn yesterday/this week?
* What excites or interests you about coding?
* What is a recent technical challenge you experienced and how did you solve it?
* What UI, Security, Performance, SEO, Maintainability or Technology considerations do you make while building a web application or site?
* Talk about your preferred development environment.
* Which version control systems are you familiar with?
* Can you describe your workflow when you create a web page?
* If you have 5 different stylesheets, how would you best integrate them into the site?
* Can you describe the difference between progressive enhancement and graceful degradation?
* How would you optimize a website's assets/resources?
* How many resources will a browser download from a given domain at a time?
  + What are the exceptions?
* Name 3 ways to decrease page load (perceived or actual load time).
* If you jumped on a project and they used tabs and you used spaces, what would you do?
* Describe how you would create a simple slideshow page.
* If you could master one technology this year, what would it be?
* Explain the importance of standards and standards bodies.
* What is Flash of Unstyled Content? How do you avoid FOUC?
* Explain what ARIA and screenreaders are, and how to make a website accessible.
* Explain some of the pros and cons for CSS animations versus JavaScript animations.
* What does CORS stand for and what issue does it address?

**HTML Questions:**

* What does a doctype do?
* What's the difference between standards mode and quirks mode?
* What's the difference between HTML and XHTML?
* Are there any problems with serving pages as application/xhtml+xml?
* How do you serve a page with content in multiple languages?
* What kind of things must you be wary of when design or developing for multilingual sites?
* What are data- attributes good for?
* Consider HTML5 as an open web platform. What are the building blocks of HTML5?
* Describe the difference between a cookie, sessionStorage and localStorage.
* Describe the difference between <script>, <script async> and <script defer>.
* Why is it generally a good idea to position CSS <link>s between <head></head> and JS <script>s just before </body>? Do you know any exceptions?
* What is progressive rendering?
* Have you used different HTML templating languages before?

**CSS Questions:**

* What is the difference between classes and ID's in CSS?
* What's the difference between "resetting" and "normalizing" CSS? Which would you choose, and why?
* Describe Floats and how they work.
* Describe z-index and how stacking context is formed.
* Describe BFC(Block Formatting Context) and how it works.
* What are the various clearing techniques and which is appropriate for what context?
* Explain CSS sprites, and how you would implement them on a page or site.
* What are your favourite image replacement techniques and which do you use when?
* How would you approach fixing browser-specific styling issues?
* How do you serve your pages for feature-constrained browsers?
  + What techniques/processes do you use?
* What are the different ways to visually hide content (and make it available only for screen readers)?
* Have you ever used a grid system, and if so, what do you prefer?
* Have you used or implemented media queries or mobile specific layouts/CSS?
* Are you familiar with styling SVG?
* How do you optimize your webpages for print?
* What are some of the "gotchas" for writing efficient CSS?
* What are the advantages/disadvantages of using CSS preprocessors?
  + Describe what you like and dislike about the CSS preprocessors you have used.
* How would you implement a web design comp that uses non-standard fonts?
* Explain how a browser determines what elements match a CSS selector.
* Describe pseudo-elements and discuss what they are used for.
* Explain your understanding of the box model and how you would tell the browser in CSS to render your layout in different box models.
* What does \* { box-sizing: border-box; } do? What are its advantages?
* List as many values for the display property that you can remember.
* What's the difference between inline and inline-block?
* What's the difference between a relative, fixed, absolute and statically positioned element?
* The 'C' in CSS stands for Cascading. How is priority determined in assigning styles (a few examples)? How can you use this system to your advantage?
* What existing CSS frameworks have you used locally, or in production? How would you change/improve them?
* Have you played around with the new CSS Flexbox or Grid specs?
* How is responsive design different from adaptive design?
* Have you ever worked with retina graphics? If so, when and what techniques did you use?
* Is there any reason you'd want to use translate() instead of *absolute positioning*, or vice-versa? And why?

**JS Questions:**

* Explain event delegation
* Explain how this works in JavaScript
* Explain how prototypal inheritance works
* What do you think of AMD vs CommonJS?
* Explain why the following doesn't work as an IIFE: function foo(){ }();.
  + What needs to be changed to properly make it an IIFE?
* What's the difference between a variable that is: null, undefined or undeclared?
  + How would you go about checking for any of these states?
* What is a closure, and how/why would you use one?
* What's a typical use case for anonymous functions?
* How do you organize your code? (module pattern, classical inheritance?)
* What's the difference between host objects and native objects?
* Difference between: function Person(){}, var person = Person(), and var person = new Person()?
* What's the difference between .call and .apply?
* Explain Function.prototype.bind.
* When would you use document.write()?
* What's the difference between feature detection, feature inference, and using the UA string?
* Explain AJAX in as much detail as possible.
* Explain how JSONP works (and how it's not really AJAX).
* Have you ever used JavaScript templating?
  + If so, what libraries have you used?
* Explain "hoisting".
* Describe event bubbling.
* What's the difference between an "attribute" and a "property"?
* Why is extending built-in JavaScript objects not a good idea?
* Difference between document load event and document ready event?
* What is the difference between == and ===?
* Explain the same-origin policy with regards to JavaScript.
* Make this work:

duplicate([1,2,3,4,5]); // [1,2,3,4,5,1,2,3,4,5]

* Why is it called a Ternary expression, what does the word "Ternary" indicate?
* What is "use strict";? what are the advantages and disadvantages to using it?
* Create a for loop that iterates up to 100 while outputting **"fizz"** at multiples of 3, **"buzz"** at multiples of 5 and **"fizzbuzz"** at multiples of 3 and 5
* Why is it, in general, a good idea to leave the global scope of a website as-is and never touch it?
* Why would you use something like the load event? Does this event have disadvantages? Do you know any alternatives, and why would you use those?
* Explain what a single page app is and how to make one SEO-friendly.
* What is the extent of your experience with Promises and/or their polyfills?
* What are the pros and cons of using Promises instead of callbacks?
* What are some of the advantages/disadvantages of writing JavaScript code in a language that compiles to JavaScript?
* What tools and techniques do you use debugging JavaScript code?
* What language constructions do you use for iterating over object properties and array items?
* Explain the difference between mutable and immutable objects.
  + What is an example of an immutable object in JavaScript?
  + What are the pros and cons of immutability?
  + How can you achieve immutability in your own code?
* Explain the difference between synchronous and asynchronous functions.
* What is event loop?
  + What is the difference between call stack and task queue?

**Testing Questions:**

* What are some advantages/disadvantages to testing your code?
* What tools would you use to test your code's functionality?
* What is the difference between a unit test and a functional/integration test?
* What is the purpose of a code style linting tool?

**Performance Questions:**

* What tools would you use to find a performance bug in your code?
* What are some ways you may improve your website's scrolling performance?
* Explain the difference between layout, painting and compositing.

**Network Questions:**

* Traditionally, why has it been better to serve site assets from multiple domains?
* Do your best to describe the process from the time you type in a website's URL to it finishing loading on your screen.
* What are the differences between Long-Polling, Websockets and Server-Sent Events?
* Explain the following request and response headers:
  + Diff. between Expires, Date, Age and If-Modified-...
  + Do Not Track
  + Cache-Control
  + Transfer-Encoding
  + ETag
  + X-Frame-Options
* What are HTTP actions? List all HTTP actions that you know, and explain them.

**Coding Questions:**

*Question: What is the value of foo?*

var foo = 10 + '20';

*Question: How would you make this work?*

add(2, 5); // 7

add(2)(5); // 7

*Question: What value is returned from the following statement?*

"i'm a lasagna hog".split("").reverse().join("");

*Question: What is the value of window.foo?*

( window.foo || ( window.foo = "bar" ) );

*Question: What is the outcome of the two alerts below?*

var foo = "Hello";

(function() {

var bar = " World";

alert(foo + bar);

})();

alert(foo + bar);

*Question: What is the value of foo.length?*

var foo = [];

foo.push(1);

foo.push(2);

*Question: What is the value of foo.x?*

var foo = {n: 1};

var bar = foo;

foo.x = foo = {n: 2};

*Question: What does the following code print?*

console.log('one');

setTimeout(function() {

console.log('two');

}, 0);

console.log('three');

**Fun Questions:**

* What's a cool project that you've recently worked on?
* What are some things you like about the developer tools you use?
* Do you have any pet projects? What kind?
* What's your favorite feature of Internet Explorer?
* How do you like your coffee?