TW-02 GROUP VERSION

TEAMWORK

CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

▶ Icebreaking

▶ Workshop Activities - Tuesday

▶ Teamwork Activities - Friday

   ▶ Questions

   ▶ Interview Questions

▶ Video of the week

▶ Retro meeting

▶ Case study / project

Teamwork Schedule

Ice-breaking   **90m**

- Personal Questions (Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

Workshop Activities (Tuesday)   **10m**

1- Get Season

- Create a program that determines the season based on the month and day entered by the user. (Do not use loops or functions) :

- Take month and day from the user.

- Season conditions:

    - Spring: February 21 - May 31
    - Summer: June 1 - September 21
    - Fall: September 22 - December 20
    - Winter: December 21 - February 20

- Inputs should 1-12 for month and 1-31 for day. If it is outside these values, an error message should be displayed on the console.

Expected Outputs :

If month is 9 and day is 20, output should be:

```
`The season for 9/20 is Summer.`
```

If month is 5 and day is 32, output should be:

```
'Invalid month or day. Please enter valid values.'
```

2- Leap Year Checker :

- Write a JavaScript program that checks if a given year is a leap year. Leap years have a special property where they have an extra day, February 29th. The program uses conditional statements to determine whether the input year is a leap year or not. (Do not use loops or functions)

- Your program checks for leap years based on the following conditions:

    - If the year is divisible by 4 and not divisible by 100, it's a leap year.
    - If the year is divisible by 400, it's a leap year.

Expected Outputs :

- input : 2023 output: 2023 is not a leap year.
- input : 2024 output: 2024 is a leap year.

3 - Parallax Web Page

- Project - 02 : Parallax Web Page (HC-02)

Team Work Activities (Friday)

Ask Questions   **20m**

1. What is the main purpose of CSS Flexbox?

A. To create two-dimensional layouts
B. To style text and fonts
C. To create responsive single-dimensional layouts
D. To create animations

2. Which CSS property is used to turn an element into a flex container?

A. display: block;
B. display: flex;
C. position: relative;
D. float: left;

3. What is the default value for the flex-direction property?

A. column
B. column-reverse
C. row-reverse
D. row

4. Which CSS property is used to align items along the main axis in a flex container?

A. justify-content
B. align-items
C. align-content
D. flex-align

5. What is the purpose of the `fr` unit in CSS Grid?

A. It represents a fixed unit of measurement.
B. It defines a font size unit in CSS.
C. It stands for "fraction" and represents a fraction of available space in the grid container.
D. It is used for text formatting.

6. What is the key difference between CSS Flexbox and CSS Grid?

A. Flexbox is one-dimensional, while Grid is two-dimensional.
B. Flexbox is only for text styling, while Grid is for layout.
C. Flexbox can only be applied to block-level elements, while Grid can be applied to inline elements.
D. Flexbox and Grid have identical functionality.

7. How do you center an item both horizontally and vertically within a flex container?

A. margin: auto;
B. text-align: center; and vertical-align: middle;
C. center: true;
D. justify-content: center; and align-items: center;

8. What is the purpose of the `grid-area` property in CSS Grid?

A. It controls the visibility of grid items.
B. It sets the background color of grid items.
C. It defines the area within a grid item where content should be placed.
D. It specifies the gap between grid rows and columns.

9.What is the purpose of the `else` statement in JavaScript?

A. It defines a loop.
B. It provides an alternative code block to execute when the "if" condition is false.
C. It specifies the condition.
D. It terminates the program.

10. What is the result of the following JavaScript code snippet?

```javascript
var x = 10;
var y = 5;
if (x > y) {
  console.log("x is greater than y");
} else if (x < y) {
  console.log("x is less than y");
} else {
  console.log("x is equal to y");
}
```

A. "x is greater than y"
B. "x is less than y"
C. "x is equal to y"
D. None of the above

11. In a JavaScript "if-else if-else" statement, which block of code is executed if none of the conditions are true?

A. The "if" block.
B. The "else if" block.
C. The "if else" block.
D. The "else" block.

12. Which loop is guaranteed to execute at least once in JavaScript?

A. for loop
B. do-while loop
C. while loop
D. for...in loop

13. Which loop is best suited for situations where you don't know how many times the loop needs to run in advance?

A. while loop
B. do-while loop
C. for loop
D. for each loop

14. In a "for" loop, what are the three statements enclosed in parentheses separated by semicolons?

A. Condition, iteration, and execution
B. Initialization, execution, and condition
C. Initialization, condition, and iteration
D. Condition, initialization, and execution

15. What is the purpose of the "continue" statement in a loop?

A. It exits the loop prematurely.
B. It restarts the loop from the beginning.
C. It skips the current iteration and moves to the next one.
D. It is not a valid statement in JavaScript.

16. What is the purpose of the "default" case in a JavaScript "switch" statement?

A. It provides a code block to execute when none of the cases match.
B. It defines the initial condition.
C. It specifies the condition.
D. It terminates the switch statement.

17. What happens if you forget to include an exit condition in a "while" loop?

A. The loop will exit immediately.
B. The loop will throw an error.
C. The loop will only run once.
D. The loop will run forever (infinite loop).

Interview Questions   20m

1. What are the escape characters in JavaScript?

2. What is JavaScript 'Strict Mode'?

3. What is the difference between `var` and `let` keyword?

4. What is JavaScript Hoisting?

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Coffee Break   10m

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Video of the Week   15m

- [What You Can Do with JavaScript](#)

Case study/Project   15m

The case study will be solved by the students during the week and by the team on Friday Team Work.

- [Project - 03 : Home Furnishing Page (HC-03)](#)

Retro Meeting on a personal and team level   10m

Ask the questions below:

- What went well?
- What could be improved?
- What will we commit to do better in the next week?

Closing   5m

- Next week's plan

- QA Session