

Part 2: Frontend Test

1. JavaScript Deep Dive:

Promises in JavaScript represent a potential value that might be available now, in the future, or never. They provide a way to handle asynchronous operations.

A Promise has three states:

- **Pending:** Initial state.
- **Fulfilled:** Completed successfully.
- **Rejected:** Failed.

Here's a basic Promise structure:

```
const ourPromise = new Promise((resolve, reject) => {  
  // some asynchronous operation  
  if (/* operation successful */) {  
    resolve('Success!');  
  } else {  
    reject('Failure!');  
  }  
});
```

To handle multiple asynchronous operations sequentially, we chain them using `.then()`

```
function firstOperation() {
  return new Promise(resolve => {
    setTimeout(() => {
      console.log('First completed');
      resolve();
    }, 1000);
  });
}

function secondOperation() {
  return new Promise(resolve => {
    setTimeout(() => {
      console.log('Second completed');
      resolve();
    }, 1000);
  });
}

firstOperation()
  .then(secondOperation)
  .then(() => console.log('All done sequentially'))
  .catch(error => console.error(error));
```

2. Frontend Performance:

The Critical Rendering Path is the sequence of steps browsers follow to convert HTML, CSS, and JavaScript into visual content on the screen. It involves:

- **DOM Construction:** Parsing HTML to form the Document Object Model (DOM).
- **CSSOM Construction:** Parsing CSS to form the CSS Object Model (CSSOM).
- **Render Tree Construction:** Merging DOM and CSSOM to form the render tree.
- **Layout:** Calculating the position and size of each element.

- **Painting:** Filling in pixels for each element.

Optimization Strategies:

- **Minimize Bytes:** Compress and minify HTML, CSS, and JavaScript files.
- **Reduce Critical Requests:** Inline critical CSS and defer non-critical CSS/JS.
- **Optimize Images:** Use modern formats (e.g., WebP) and serve responsive images.

3. Frontend Code: Please check the code included in the repository