

TW-14 GROUP VERSION



CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

- ▶ Icebreaking
- ▶ Questions
- ▶ Interview Questions
- ▶ Coffee Break
- ▶ Coding Challenge
- ▶ Video of the week
- ▶ Retro meeting
- ▶ Case study / project

Teamwork Schedule

Ice-breaking

5m

- 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.

Team work

5m

- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

Ask Questions

15m

1. What will be logged to the console?

```
console.log("Hi");
setTimeout(() => {
  console.log("Nice to meet you");
}, 2000)
setTimeout(() => {
  console.log("I am from UK");
}, 1000)
setTimeout(() => {
  console.log("My Name is");
}, 0)
console.log("John");
```

A.

```
Hi
John
```

B.

```
Hi
John
```

Nice to meet you

C.

Hi
My Name is
John
I am from UK
Nice to meet you

D.

Hi
John
My Name is
I am from UK
Nice to meet you

2. What will be logged to the console?

```
async function hello() {  
  return greeting = await new Promise((resolve, reject) => {  
    setTimeout(() => resolve("Hello"), 1000)  
  });  
};  
console.log("1");  
hello().then((value) => console.log(value));  
console.log("2");
```

- A. 1,2,Hello
- B. only 2
- C. only Hello
- D. 1,2

3. Which method converts JSON data to a JavaScript object?

- A. `JSON.fromString();`
- B. `JSON.parse()`
- C. `JSON.toObject()`
- D. `JSON.stringify()`

4. What is the result of running this code?

```
sum(10, 20);  
diff(10, 20);  
function sum(x, y) {  
    return x + y;  
}  
  
let diff = function (x, y) {  
    return x - y;  
};
```

- A. 30, -10
- B. 30, ReferenceError, -10
- C. ReferenceError
- D. 30, ReferenceError

5. Which statement is correct?

- A. A class is a template for creating objects.
- B. An object is an instance of a class.
- C. A class defines the properties and methods that an object will have.
- D. All of the above

6. is a way for one object to the properties and methods of another object. In JavaScript, this is typically done by using the prototype property.

- A. Inheritance - inherit
- B. Abstraction - abstract
- C. Encapsulation - encapsulate
- D. Polymorphism - polymorph

7. How do you check if an object is an instance of a particular class?

- A. By using the instance of operator.
- B. By using the instance of a class.
- C. By using the instance of an object.
- D. None of these

8. Which method is called when all the page elements have loaded(HTML, CSS, images)?

- A. window.onload()
- B. window.ondelay()

- C. window.loaded()
- D. window.delay()

9. What does the `this` keyword refer to in a function of a class?

- A. To the Class
- B. To that function
- C. To the object that a function is a method of.
- D. none of these

10. Can a JavaScript constructor return a primitive value (e.g. a number or a string)?

- A. Only in a fuction
- B. Yes
- C. Only in constructor
- D. No

11. What is an object in JavaScript?

- A. Collection of variables
- B. Collection of values
- C. Collection of properties
- D. Collection of classes

Interview Questions

15m

1. What is the difference between window & document in JavaScript?

2. What is an event bubbling in JavaScript?

3. What is React?

4. Why can't browsers read JSX?

Coding Challenge

20m

- [Coding Challenge: Digital Clock \(CC-07\)](#)
-
-



Coffee Break

10m



Video of the Week

5m

- [What Is React \(React js\) & Why Is It So Popular?](#)

Retro Meeting on a personal and team level

5m

Ask the questions below:

- What went well?
- What went wrong?
- What is the improvement areas?

Case study/Project

15m

- [Image Gallery - \(R-01\)](#)

Closing

5m

- Next week's plan
 - QA Session
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