# Career Services Assignment 3 – Java Flash Cards

**Points possible:** 50

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| **Category** | **Criteria** | **% of Grade** |
| **Completeness** | All requirements of the assignment are complete. | 100 |

**Instructions:** Research common JavaScript interview questions online and create 20 flash cards from the information you find. Study your flash cards regularly to better prepare for interviews. Fill out the table below with the information you put on each of your flash cards.

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| **Front of Card** | **Back of Card** |
| Name some common JavaScript data types? | boolean, number, object, string, and undefined. These can be divided in three categories of primitive, composite, and special. |
| Name the three pop-up boxes that exist in JS | Alert, Confirm and Prompt |
| Name the three looping structures in JS | For, While and Do-while |
| What is the difference between JavaScript and JScript | Both the languages are similar, except the fact that Jscript is a variant of JavaScript |
| How do you use JavaScript to identify the OS in a client machine | navigator.userAgent or navigator.appVersion properties |
| How does the Unshift method contribute to JavaScript | The Unshift method is more like the push method that works at the start of the array. We can use the Unshift method to add one or more components before the array's start. |
| How does the Push method contribute to JavaScript | By using several arguments, it is useful to append one or more components to the array's end. You can also alter an array's length with the Push method. |
| How does a confirmation box and alert box vary | Both these boxes are used to communicate a message to the user. While the alert box has only one option to click on (OK), the confirmation box has two (OK and CANCEL). |
| What are two ways to read and write a file using JS | A file can be read or written on JS through either a webpage and Active X objects, or through JS extensions |
| What exactly are global variables | If the var keyword, which is used to declare a locale object or variable, is omitted, then a global variable is declared. Additionally, global variables exist all across the code to eliminate any limitations |
| What does negative infinity mean in JS | When any negative number is divided by zero, you will get a JS number called negative infinity. Also, when divided by itself, it will return NaN |
| What is the purpose of NaN | NaN represents non-number values. Simply put, it helps identify invalid numbers |
| What would be the output of 5+9+”2” in JS | As 2 is placed within a string, it will be concatenated to the sum of 5+9. Thus, the output is 142 |
| What is DOM in JS | Document Object Model is automatically created by the web browser once the page has loaded. Each and every element of the webpage can be accessed and modified from the DOM |
| What are the window.onload and onDocumentReady features | While onDocumentReady downloads the code right before the DOM is ready, it permits the coder to manipulate the code early. Whereas, window.onload doesn't begin till all webpage information isn't ready. Moreover, it causes delays before the code is run |
| What are break and continue statements | While the break statement prompts an exit from a running loop, the continue statement permits the same loop to keep running, with a fresh start |
| Name the three types of errors that flag in JS | The three errors types in JS are Load-time, Runtime and Logic errors. |
| Name the two basic groups of data types in JS | The two basic groups of data types in JS are Primitive and Reference types. Primitive types represent only number and Boolean types, whereas reference types consist of more complex data types such as strings and dates. |
| Differentiate between “==” and “=== | the == operator does the type conversion of the operands before comparison, whereas the === operator compares the values as well as the data types of the operands. |
| What does NULL mean in JS | the intentional absence of any object value |