

## Final Exam Interactive Content 2

Q1: Write 5 differences between React.js, Angular.js & Vue.js?

Ans: Angular, React and Vue are all highly popular JavaScript libraries and frameworks that help developers build complex, reactive and modern user interfaces for the web. Actually, with additional libraries like React Native Ionic (With Angular or With React) Native React or you can even build native mobile apps for mobile devices with help of Angular, React and Vue. In this article, we'll not really look at Why you would need such a framework. I'll also not start explaining those libraries here - for that, you can check out other resources, like my courses on those topics (Angular, React, Vue - all included in our pro subscription of course). Instead, I want to share some thoughts on how those frameworks and libraries compare and which of the three you might want to choose for your next project. I also want to mention that there are other, smaller, libraries or technologies like svelte which do similar things. I do have a comparison on Svelte vs angular etc as well.

Q2: Write 5 similarities between React.js, Angular.js & Vue.js?

Ans: Syntax (details): Angular uses TypeScript and splits HTML + TypeScript logic apart, React uses JavaScript and a feature called "JSX" (it combines "HTML" and JavaScript logic), vue uses regular JavaScript and splits HTML + JavaScript logic apart.

Q3: What is SCSS?

Ans: Sass is a preprocessor scripting language that is interpreted or compiled into Cascading Style Sheets. SassScript is the scripting language itself. Sass consists of two syntaxes. The original syntax, called "the indented syntax," uses a syntax similar to HamL.

Q4: Create a responsive table using bootstrap? Write the code for it.

Ans: <!DOCTYPE html>

<html lang="en">

<head>

<title>Table Example</title>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet"

href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/css/bootstrap.min.css">

<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.5.1/jquery.min.js"></script>

<script

src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/js/bootstrap.min.js"></script>

</head>

<body>

<div class="container">

<h2>Striped Rows</h2>

```

<p> My Table</p>
<table class="table table-striped">
  <thead>
    <tr>
      <th>Firstname</th>
      <th>Lastname</th>
      <th>Email</th>
    </tr>
  </thead>
  <tbody>
    <tr>
      <td>preet</td>
      <td>Deep</td>
      <td>preet@example.com</td>
    </tr>
    <tr>
      <td>jeet</td>
      <td>joe</td>
      <td>jeet@example.com</td>
    </tr>
    <tr>
      <td>guru</td>
      <td>jag</td>
      <td>guru@example.com</td>
    </tr>
  </tbody>
</table>
</div>

```

```

</body>

```

```

</html>

```

**Q5: Difference between framework and library?**

**Ans:** The technical difference between a framework and library lies in a term called inversion of control. When you use a library, you are in charge of the application flow. You choose when and where to call the library. When you use a framework, the framework is in charge of the flow.

**Q6: Which HTML5 tag is used for adding audio to the webpage?**

**Ans:** The HTML <audio> element is used to embed sound content in documents. It may contain one or more audio sources, represented using the src attribute or the <source> element: the browser will choose the most suitable one. It can also be the destination for streamed media, using a MediaStream .

**Q7: Which HTML5 tag is used for adding video to the webpage?**

**Ans:** <video>: The Video Embed element. The HTML Video element ( <video> ) embeds a media player which supports video playback into the document. You can use <video> for audio content as well, but the <audio> element may provide a more appropriate user experience.

Q8: What is HTML5 canvas?

Ans: The HTML <canvas> element is used to draw graphics, on the fly, via JavaScript. The <canvas> element is only a container for graphics. You must use JavaScript to actually draw the graphics. Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

Q9: Mentions 6 animation properties exist in CSS3?

Ans: Animation name: declares the name of the @keyframes at-rule to manipulate.

- Animation duration: the length of time it takes for an animation to complete one cycle.
- Animation-timing: establishes preset acceleration curves such as Ease or linear.  
Animation-delay: the time between the element being loaded and the start of the animation sequence
- Animation direction: sets the direction of the animation after the cycle. Its default resets on each cycle.
- Animation iteration count: the number of times the animation should be performed.
- Animation fill mode: sets which values are applied before/after the animation.  
For example, you can set the last state of the animation to remain on screen, or you can set it to switch back to before when the animation began.
- Animation play state: pause/play the animation.

Q10: How to integrate font-awesome buttons in HTML5? Write the code for it

Ans: <!DOCTYPE html>

<html>

<head>

<title>Font Awesome Icons</title>

<meta name="viewport" content="width=device-width, initial-scale=1">

<script src="https://kit.fontawesome.com/a076d05399.js"  
crossorigin="anonymous"></script>

<!--Get your own code at fontawesome.com-->

</head>

<body style="font-size:24px;">

<i class="fas fa-clock"></i>

</body>

</html>