**How JavaScript Works & Execution Context**

1. Execution Context is the wrapper/environment around our existing code.
2. Execution Context is of 2 types :-   
   a. Global Execution Context (GEC)  
   b. Functional/Local Execution Context(LEC)
3. Everything in JavaScript happens inside an Execution Context.
4. Execution Context has 2 components.  
   a. Memory component a.k.a. variable environment -> Here all variable and functions are stored as key-value pairs.  
   b. Code component a.k.a. Thread of execution -> > Here Code is executed one line at a time.
5. JavaScript is a synchronous, single threaded language. It means JS can execute one command at a time in a specific order.
6. Global Execution Context comprises of the following -
7. Global Object which is window object.
8. 'this' -> in GEC this refers to global object or window object.
9. Your code
10. Functional/Local Execution Context comprises the following –
11. Our Code
12. ‘this’

**How Javascript Code is Executed & Call Stack**

Phase 1 : Memory Creation Phase ---> This is when hoisting happens.

* JavaScript skims through the whole code and identifies the variables and functions
* At the time of skimming variables are assigned "undefined" as value.
* The functions are literally copied/stored in execution context.

Phase 2 : Code Execution Phase

* JavaScript program is executed line by line
* Variables identified in phase 1 are assigned their desired value and functions are invoked.
* Whenever JavaScript functions are invoked, a local execution context is created inside global execution context.

What is Call stack?

1. JavaScript manages execution of all local and global execution contexts using Call Stack. Indirectly it stores Execution Context.
2. Call Stack is a stack Data Structure wherein global execution context is stored at the bottom of stack, and local execution context are placed above it.
3. If execution context is created, it is pushed into the stack.
4. Once the execution context completes its execution, it is popped out of stack.
5. Call Stack are known by other fancy names.   
   Execution context Stack, Program Stack, Control Stack, Runtime Stack, Machine Stack.

**Hoisting in JavaScript**

Hoisting is a behavior in which we can access variables and functions even before they are declared.

Another Definition from mdn :- JavaScript Hoisting refers to the process whereby the interpreter appears to move the declaration of functions, variables or classes to the top of their scope, prior to execution of the code.

In terms of variables and constants, keyword var is hoisted and initialized with undefined, let and const are hoisted but not initialized, thus they lie in temporal dead zone during hoisting.

Example Of Variable Hoisting –

Using “num” even before it is declared.

console.log(num);   
var num;   
num = 6;  
console.log(num);  
Output:- undefined  
 6

Example Of Function Hoisting –

catName("Tiger");  
function catName(name) { console.log("My cat's name is " + name); }  
Output:- My cat's name is Tiger.

**How function works with JS & Variable Environment.**

**Shortest JS Program & Window object**

1. An Empty file is the shortest JS Program.
2. Window is global object which is created along with Global Execution Context.

**Undefined v/s not defined in JavaScript**

1. null -> null is an actual value. typeof(null) is object.
2. undefined -> it means variable is declared but not initialized. typeof(undefined) is undefined.

**Scope Chain, Scope & Lexical Environment**

1. lexical means one inside other.
2. Scope chain -> Chain of References to the outside lexical environment.

**Let & const, Temporal Dead Zone.**

1. Temporal Dead Zone is prominent for "let" & "const". It is the time when a let variable is hoisted till it is initialized some value(time period in which let & const variable can’t be accessed).
2. Reference Error -> usually happens when we try to access a variable that is present in temporal dead zone or not present in our program.
3. Type Error -> usually happens when we try to re-assign a variable of type const.
4. Syntax Error -> there is syntactical error in the code.
5. "var", "temp" & "const" are also hoisted. var is hoisted into Global scope whereas let & const hoisted inside separate space (either Script or Block)

**Block Scope & Shadowing in JS**

1. Block in JavaScript combines multiple statements into one group. We group multiple statements together in block so that we can use it where JavaScript expects one statement. Simplest block is {}.
2. Block scope refers to all variables and functions that we can use inside the block.
3. let & const are block scoped. So let & const are accessible inside block.
4. **Shadowing**: same name of variable but different usage according to initialization.
5. Illegal Shadowing : let a = 20; {var a = 20;}

**Closure in JS**

1. Function bundled with lexical environment/reference is closure. In simple words, it is a feature in which inner function has access to outer function variable.
2. Each and every function in JavaScript has access to its outer lexical environment (means access to variables and functions which are present in environment of its parent). So even when a function is executed in some other scope which is not its original scope, it still remembers the outer lexical environment where it was originally present in the code.
3. Common uses of closures (Module Design Pattern, Currying, Function like once, memorize, maintaining state in async world, setTimeouts, Iterators & many more....)

**setTimeout + Closures interview Questions**

**First Class Functions**

1. Function Statement / Function Declaration / Function Definition  
   function a() {console.log("a called");}
2. Function Expression

var b = function() {console.log("b called");}

NOTE: DIFFERENCE BETWEEN FUNCTION EXPRESSION AND FUNCTION STATEMENT IS "HOISTING". Function Expression is hoisted, where as others are not hoisted.

1. Anonymous Function

These are function without a name. They are used at places where functions are used as values.

e.g. var b = function() {console.log("b called");}

Function Statement cannot be used as Anonymous values.

1. Named Function Expression.

e.g. var a = function xyz() {console.log("xyz called");}

1. First Class Functions

The ability of functions to be used as values and can be passed as argument to another function and to be returned from functions.

In Simple words you can treat functions like variables.

**Callback Functions in JS. ft. Event Listeners.**

Function being passed as an argument to another function is called **callback function**.

The function taking that argument is called **higher order function**.

for example :-

function a() {

console.log("Namaste")

}

function y(x){

x();

}

y(a);

here y is higher order function and x is callback function.

Other examples of higher order functions are setTimeOut(), map(), filter(), reduce(), etc.

**Asynchronous JavaScript & Event Loops**

1. **Event Loop**: - The event loop is a constantly running process that monitors both the callback queue, and the call stack.

If the call stack is not empty, the event loop waits until it is empty and places the next function from the callback queue to the call stack.

If the callback queue is empty, nothing will happen.

1. **Call back queue (Task Queue)**: - This is where our asynchronous code gets pushed to, and waits for the execution.
2. **Micro task queue**: - Apart from Callback Queue, browsers have introduced one more queue which is “Job Queue”, reserved only for new Promise() functionality.

So when you use promises in your code, you add .then() method, which is a callback method.

These `thenable` methods are added to Job Queue once the promise has returned/resolved, and then gets executed.

Note : - Micro-task queue has more priority than callback queue.

**JS Engine Exposed, Google V8 architecture.**

JavaScript Runtime Environment includes

1. JS Engine - Heart of JavaScript Run time Environment.
2. Set of API's
3. Event Loop
4. callback queue
5. micro-task queue

Js Engine is software which follows 3 phases.

1. Parsing: - Entire code is given to Syntax parser which converts our code into Abstract Syntax Tree.
2. Compilation: - JavaScript uses JIT Compiler to compile our code. There are different kinds of optimizations performed in JIT for example: - in-lining, copy elision & inline caching.
3. Execution: - This phase uses Memory Heap and Call Stack for Execution. It also has Garbage collector which frees up memory heap space. Garbage Collector uses Mark and Sweep Algorithm to free up memory space.

**Trust Issues with setTimeOut**

**Map, Filter & Reduce in JavaScript.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Map | Filter | Reduce |
| Purpose | Transform each element of array and create a new array. | Filter elements based on specific conditions and creating new array with filtered values | Reduce an array to single value by repeatedly applying a function |
| Return Value | New array with transformed elements | New Array with filtered elements | Single value after applying function |

**Difference Between var, let & const.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Var | Let | const |
| Scope | Function Scoped | Block Scoped | Block Scoped |
| Hoisting | Hoisted to top of function or global scoped | Variable are hoisted but they lies in temporal dead zone | Variables are hoisted but they lies in temporal dead zone |
| Reassignment & Redeclare | Variables can be reassigned and redeclared in same scope | Variables can be reassigned but cannot be redeclared in same scope | Variables cannot be reassigned or redeclared in same scope. |

Note: Use var when we want the variable to be accessible throughout the entire function in which it is declared. However, avoid using var in modern JavaScript, especially in block-scoped contexts (like inside if statements or loops) and when you want to declare constants

function example() {  
 var x = 10;  
 if (true) {  
 var y = 20; // y is accessible within the entire function  
 }  
}

**Immediately Invoked Function Expression (IIFE)**

It is a JS function that runs as soon as it is defined.   
It is also called as **Self executing anonymous function**.  
It contains 2 parts.

1. Anonymous function enclosed within group operator'()'.
2. Adding () at the end of function expression.

For example :-   
1. (function(){console.log("IIFE");})()  
2. (function(a,b){console.log(a+" "+b);})(10,20); // output 10 20

**Data Types in JS**

There are 7 primitive data types: string, number, bigint, boolean, null, undefined, and symbol.  
Undefined: - It is used for variable that does not exist or have not been assigned a value.  
Hint: NBUS(Number,Null,BigInt,Boolean,Undefined,String,Symbol)

**How to create a promise in JavaScript?**

1. A promise is an object that may produce a value sometime in the future: either a resolved value, or a reason that it's not resolved (e.g., a network error occurred).
2. A promise may be in one of 3 possible states:
3. Fulfilled
4. Rejected
5. Pending.
6. Promises are not callbacks. A promise represents the future result of an asynchronous operation.

**Creating Promises.**

const promise = new Promise((resolve, reject)=>{

resolve ("promise resolved");

or

reject ("promise rejected, error occurred");

or some time taking code.

// it is not necessary to have resolve and reject functions. What’s necessary is the callback function which is passed as argument to new Promise();

})

KEPT SOME WHERE IN THE CODE

promise

.then((response)=>{

console.log(response) // will print "promise resolved".

})

.catch(error=>{

console.log(error); // will print "promise rejected, error occured"

})

<https://www.javascripttutorial.net/es6/javascript-promises/>

**Common Example Of Asynchronous Tasks**

1. Fetching Data from an API:
2. Timers: setTimeOut,setInterval
3. Promises
4. File I/O (Node.js)  
   const fs = require('fs');  
    fs.readFile('file.txt', 'utf8', (err, data) => {  
    if (err) {// Handle error}   
    else {// Process file data}  
    });
5. User Interface Interactions  
   document.getElementById('myButton').addEventListener('click', () => {  
    // Code to run when the button is clicked  
    });
6. Database Operations  
    const mongoose = require('mongoose');  
    mongoose.connect('mongodb://localhost/mydb', { useNewUrlParser: true }).then(() => {  
    // Database connected, perform operations  
    }).catch(err => {  
    // Handle database connection error  
    });

**How to handle asynchronous calls/request in javascript?**

Using Async-Await, using callbacks and using Promises.

**Explain Async-Await along with example.**

The async / await is syntactic sugar for promises.  
https://www.javascripttutorial.net/es-next/javascript-async-await/

**How to copy an object in JavaScript and difference between shallow copy and deep copy?**

3ways of copying an object.

1. Object.assign()
2. Spread operator
3. JSON.stringify() and JSON.parse() methods

Syntax:-

const person = {

firstName: 'John',

lastName: 'Doe'

};

let p1 = {...person}; // performs shallow copy.  
let p2 = Object.assign({}, person); // performs shallow copy.  
let p3 = JSON.parse(JSON.stringify(person)); // performs deep copy

**Shallow Copy**

If you use the assignment operator for a reference value, it will not copy the value. Instead, both variables will reference the same object in the memory.

**Deep Copy**

The newly created variable will be disconnected from variable it is connected.

**What is Babel?**

Babel is a transpiler that is mainly used to convert ECMAScript 2015+ code into ES5 code, which is compatible version of JavaScript in current and older browsers.

Also it handles converting JSX to JavaScript code so that React can render our applications in browser.

**What is Webpack?**

Webpack is a dependency analyzer and module bundler.

For example, if module A requires B as a dependency, and module B requires C as a dependency, then webpack will generate a dependency map like C -> B -> A.

In practice it is much more complicated than this, but the general concept is that Webpack packages modules with complex dependency relationships into bundles.

Regarding webpack's relationship with babel: When webpack processes dependencies, it must turn everything into JavaScript because webpack works on top of JavaScript.

**Partial Function & Currying in JavaScript**

Partial Function:

In JavaScript, a partial function refers to a function where in some of arguments are pre-specified or "partially applied." Partial application is a technique where you create a new function by fixing a certain number of arguments of an existing function, leaving the rest to be provided later when the new function is called.

Example1:

function add(a, b) { return a + b; }  
const add5 = add.bind(null, 5);  
console.log(add5(3)); // Output: 8

Explanation:

* 1. We have a simple add function that takes two arguments, a and b, and returns their sum.
  2. We create a new function called ‘add5’ by using the ‘bind’ method on the ‘add’ function. ‘add.bind(null, 5)’ binds the ‘add’ function to a new function (‘add5’) and sets ‘5’ as the first argument (‘a’) when ‘add5’ is called. The ‘null’ argument in ‘bind’ is used as the context (‘this’ value) for the function, but it's not relevant in this example.
  3. Now, add5 is a partially applied function that expects only one argument (b) to be passed when it's called. It effectively "remembers" that the first argument is 5.
  4. When we call add5(3), we're providing the second argument (b) with the value 3. The add5 function uses the pre-set 5 as the first argument (a) and adds it to 3, resulting in 8.

Example2:

function greet(greeting, firstName, lastName) { console.log(`${greeting}, ${firstName} ${lastName}`); }

// Create a partial function for friendly greetings  
const greetFriendly = greet.bind(null, 'Hello');

// Use the partial function  
greetFriendly('John', 'Doe'); // Output: Hello, John Doe  
greetFriendly('Alice', 'Smith'); // Output: Hello, Alice Smith

1. We have a greet function that takes three arguments: greeting, firstName, and lastName. It logs a friendly greeting with the provided information.
2. We create a partial function called greetFriendly using bind. We fix the greeting argument to 'Hello'. Now, greetFriendly is a function that expects only firstName and lastName to be provided when called.
3. When we use greetFriendly, we don't need to specify the greeting each time because it's already pre-set to 'Hello'. We only provide the firstName and lastName.
4. When we call greetFriendly('John', 'Doe'), it logs "Hello, John Doe". Similarly, calling greetFriendly('Alice', 'Smith') logs "Hello, Alice Smith".

Partials are basically functions that return functions with some already predefined arguments and need some arguments to be completed. In above example greetFriendly & add5 are partials.

Currying is applied on partial functions.

**Currying** is when you break down a function that takes multiple arguments into a series of functions that take only one argument.

Example 1:

// Non-curried function  
function add(a, b) { return a + b; }  
console.log(add(2, 3)); // Output: 5

// Curried function  
function curriedAdd(a) {  
 return function(b) {  
 return a + b;  
 };  
}

const add2 = curriedAdd(2); // Fix the first argument

console.log(add2(3)); // Output: 5

Example 2:

function multiply(a, b, c, d) { return a \* b \* c \* d; }

// Curried version with 4 arguments

function curriedMultiply(a) {  
 return function(b) {  
 return function(c) {  
 return function(d) {  
 return a \* b \* c \* d;  
 };  
 };  
 };  
}

// Usage

const multiplyBy2 = curriedMultiply(2); // Fix the first argument(a)  
const multiplyBy2And3 = multiplyBy2(3); // Fix the second argument(b)  
const multiplyBy2And3And4 = multiplyBy2And3(4); // Fix the third argument(c)  
console.log(multiplyBy2And3And4(5)); // Output: 120 (2 \* 3 \* 4 \* 5)

Explanation:

1. We start with a multiply function that takes four arguments and returns their product.
2. We create a curried version of the multiply function called curriedMultiply. This curried function takes one argument at a time, returning a new function each time.
3. We create partially applied functions:

multiplyBy2 fixes the first argument as 2.

multiplyBy2And3 fixes the first two arguments as 2 and 3.

multiplyBy2And3And4 fixes the first three arguments as 2, 3, and 4.

Finally, when we call multiplyBy2And3And4(5), it's equivalent to curriedMultiply(2)(3)(4)(5), and it returns 120, which is the product of 2, 3, 4, and 5.

Note: multiply(2)(3)(4)(5) is same as multiplyBy2And3And4(5).

**Infinite Currying**

It is functional programming technique in which a function can accept an indefinite number of arguments, and return a new function after each argument application.

function infiniteCurry(fn, initialValue = 1) {  
 return function curried(...args) {  
 if (args.length === 0) {   
 // If no arguments are provided, return the accumulated value  
 return initialValue;  
 } else {  
 // Accumulate the result and return a new curried function  
 const result = fn(initialValue, args[0]);  
 return infiniteCurry(result, ...args.slice(1));  
 }  
 };

}

const multiply= infiniteCurry((x, y) => x \* y);

const result = multiply(1)(2)(3)(4)(); // This will return 10

In this example, infiniteCurry is a function that takes another function fn as its first argument and an optional initialValue to start the accumulation process. It returns a curried function curried that can accept any number of arguments using the currying syntax.

When you call multiply(1)(2)(3)(4)(), it accumulates the values using the add function and returns 24. The final () is used to signal the end of the currying chain and retrieve the accumulated result.

**What are cookies and how to implement them**

**Throttling in JavaScript**

Throttling is a technique in which, no matter how many times the user fires the event, the attached function will be executed only once in a given time interval. Hint: (1 min m 1 hi request jayegi)

Example of throttling

Imagine yourself as a 7-year-old toddler who loves to eat chocolate cake!. Today your mom has made one, but it's not for you, it's for the guests! You, being spunky, keep on asking her for the cake. Finally, she gives you the cake. But, you keep on asking her for more. Annoyed, she agrees to give you more cake with a condition that you can have the cake only after an hour. Still, you keep on asking her for the cake, but now she ignores you. Finally, after an interval of one hour, you get more cake. If you ask for more, you will get it only after an hour, no matter how many times you ask her.

This is what throttling is!

**Debouncing in JavaScript**

In the debouncing technique, no matter how many times the user fires the event, the attached function will be executed only after the specified time, once the user stops firing the event. (Last Request k 1 min baad hi new request jayegi)

Consider the same cake example.

This time you kept on asking your mom for the cake so many times that she got annoyed and told you that she will give you the cake only if you remain silent for one hour. This means you won’t get the cake if you keep on asking her continuously - you will only get it one hour after last time you ask, once you stop asking for the cake. This is debouncing.

Debouncing in JavaScript is a practice used to improve browser performance. There might be some functionality in a web page which requires time-consuming computations. If such a method is invoked frequently, it might greatly affect the performance of the browser, as JavaScript is a single threaded language.

Debouncing is a programming practice used to ensure that time-consuming tasks do not fire so often, that it stalls the performance of the web page.

In other words, it limits the rate at which a function gets invoked.

**Event Delegation in JavaScript**

Instead of adding an event listener to each and every nested element, we can add an event listener to a parent element and call an event using the “.target” property of the event object.

For Example.

Suppose there are 3 nested div's (having id's as -> child, parent, grandparent).   
Each div has click event listener attached with it.  
Now without event delegation, if we click on child div, then click event associated with parent and grandparent will also be triggered.  
We did not want that un-necessary triggering of events to happen.  
So what we do is we add click event listener only to grand-parent, and use target property to determine on which div we have clicked.

**"This" in JavaScript**

In JavaScript, this keyword refers to an object. Which object depends on how this is being invoked (used or called).

Content from w3schools.com

1. In an object method, this refers to the object.  
   Example:   
   *const person = {  
    firstName: "John",  
    lastName: "Doe",  
    id: 5566,  
    fullName : function() {  
    return this.firstName + " " + this.lastName;  
    }  
   };*

*person.fullName(); // output -> John Doe*

1. Alone, this refers to the global object.

Example

let x = this;

console.log(x); // prints global object

1. In strict mode, when used alone, this also refers to the global object:

Example

'use strict'

let x = this;

console.log(x); // prints global object.

1. In a function, this refers to the global object.

Example

function myFunction() {

return this;

}

console.log(myFunction()); // prints global object.

1. In a function, in strict mode, this is undefined.

Example

"use strict";

function myFunction() {

return this;

}

console.log(myFunction()); // return undefined.

1. In an event, this refers to the element that received the event.

Example

<button onClick="this.style.display='none'">Click to Remove Me!</button> // on clicking this button, the button will be removed.

1. Methods like call(), apply(), and bind() can refer this to any object.

const obj = {

bool: true,

myFunc: myFunc,

}

obj.myFunc()

In above example ‘this’ will point to Object 'obj'.

When we had nothing left of the .(dot) so it defaulted to the window object. But in this example, we have the object obj.

If we do

myFunc()

We again get the 'window' object. So, we can see that the value of this depends on how and where are we doing the calling.

What we did above in example is called 'implicit binding'.

There is another way to use 'this.

'Explicit binding' is when you force a function to use a certain object as its 'this'.

We can do explicit binding using .call, .bind & .apply

**Flattening an array in JavaScript**

Input: [1,2,3,4,5,[6,[7,8,9]]]

Output: [1,2,3,4,5,6,7,8,9]

*const flattenedArray = (arr) => {  
 const newFlatArray = arr.reduce(accumulator,item) => {  
 if(item.isArray) {accumulator = accumulator.concat(flattenedArray[item]);}  
 else {accumulator = [...accumulator,item];}  
 return accumulator;   
 }  
 return newFlatArray;*

*}*

**Flattening of object in JavaScript**

function flattenObject(obj, prefix = '', result = {}) {  
 for (const key in obj) {  
 if (Object.prototype.hasOwnProperty.call(obj, key)) {  
 const newKey = prefix ? `${prefix}.${key}` : key;  
 if (typeof obj[key] === 'object' && obj[key] !== null && !Array.isArray(obj[key])) {  
 flattenObject(obj[key], newKey, result);  
 } else {  
 result[newKey] = obj[key];  
 }  
 }  
 }  
 return result;  
 }

// Example usage:  
 const nestedObj = { a: 1, b: { c: 2, d: { e: 3, f: 4 }, g: 5 }, h: 6 };  
 const flattenedObj = flattenObject(nestedObj);  
 console.log(flattenedObj);  
// Output:  
// { "a": 1, "b.c": 2, "b.d.e": 3, "b.d.f": 4, "b.g": 5, "h": 6 }

**.call(), apply(), bind() in js**

NOTE: whatever is provided as arguments to call, apply and bind will refer to ‘this’.

**Call**

It calls the method, taking the owner object as an argument. The keyword this refers to the “owner” of the function or the object it belongs to. <https://www.javascripttutorial.net/javascript-call/>

Call allows us to invoke a function and specify the value of ‘this’ explicitly.

for example:-

*var printEmployeeDetails = function() {console.log(this); }  
var empDetail1 = { name: "Shivam", id: "234412"}  
var empDetail2 = {name: "Raj", id: "434556"}  
printEmployeeDetails.call(emp2); // in details function, this will refer to emp2;*

*Trick 🡪 Hey Function, call this Object*

**apply**

The apply() method is used to write methods, which can be used on different objects. It is different from the function call() because it takes arguments as an array.

Just like Call, apply allows us to invoke a function and specify the value of this explicitly, but it takes an array as arguments.

*var printEmployeeDetails = function(state,country) {console.log(this.name+ “ ”+ this.state+“ ”+this.country); }  
var empDetail1 = { name: "Shivam", id: "234412”};  
var empDetail2 = { name: "Raj",id: "434556"}  
printEmployeeDetails.apply(empDetails1,[“Texas”, “USA”]); // this refers to “empDetails1,[“Texas”, “USA”]”  
printEmployeeDetails.apply(empDetails2,[“Delhi”, “INDIA”]); // this refers to “empDetails2,[“Delhi”, “INDIA”]”*

**Bind**

for example:- The bind() method creates a new function. It binds an object to function. This object has to be passed as argument to bind.

Bind creates copy of existing function, which can be invoked later.

*var printEmployeeDetails = function(state,country) {console.log(this.name+ “ ”+ this.state+“ ”+this.country); }  
var empDetail1 = { name: "Shivam", id: "234412”};  
var empDetail2 = { name: "Raj",id: "434556"};  
var newPrintEmployeeDetails1 = printEmployeeDetails.bind(empDetails1,“Texas”, “USA”);  
var newPrintEmployeeDetails2 = printEmployeeDetails.bind(empDetails2,“Delhi”, “INDIA”);  
newPrintEmployeeDetails1();  
newPrintEmployeeDetails2();*

**What are Protoypes**

Learn more about prototype from this video 🡪 <https://www.youtube.com/watch?v=kCb8HVgMzMo>

JavaScript follows prototypal inheritance wherein javascript uses special kind of Object called prototypes.  
Prototype is special kind of object which is used to refer to the properties and functions of parent.   
i.e. when we try to read a property from an Object1 and if its missing, JavaScript automatically reads the property from Objects1’s prototype.

By default prototype is present in every object.

*Date* objects inherit from *Date.prototype.(*Date.prototype is equivalent to parent of Date)

*Array* objects inherit from *Array.prototype. (*Array.prototype is equivalent to parent of Array)

*Person* objects inherit from *Person.prototype. (*Person.prototype is equivalent to Parent of Person)

In laymen terms, prototype means Parent.

**What are Constructor Functions**

In JavaScript, constructor functions are special functions used to create and initialize objects. These functions allow us to define the structure and behavior of objects in a reusable manner. When called with the new keyword, a constructor function creates a new object and assigns properties and methods to it. Here's a breakdown of how constructor functions work:

**Defining a Constructor Function**

A constructor function is defined just like a regular function, but by convention, its name starts with a capital letter to distinguish it from other functions.

*function Person(name, age) {  
 this.name = name; //* ***'this' refers to the new object being created*** *this.age = age;  
 this.sayHello = function() {  
 console.log(`Hello, my name is ${this.name} and I am ${this.age} years old.`);  
 };  
}*

**Creating an Object with a Constructor Function**

To create an object using a constructor function, use the new keyword:

*const person1 = new Person('Alice', 30);  
const person2 = new Person('Bob', 25);  
person1.sayHello(); // Output: Hello, my name is Alice and I am 30 years old.  
person2.sayHello(); // Output: Hello, my name is Bob and I am 25 years old.*

Key Points:

* **this Keyword**: Inside a constructor function, this refers to the new object being created. Properties and methods assigned to this become part of that object.
* **Initialization**: Constructor functions are used to initialize the object's properties when it is created. Parameters passed to the constructor function can be used to set these properties.

**Note:**Defining methods on the prototype rather than within the constructor function can be more efficient, as all instances share the same method.

*function Person(name, age) {  
 this.name = name;  
 this.age = age;  
}*

*Person.prototype.sayHello = function() {  
 console.log(`Hello, my name is ${this.name} and I am ${this.age} years old.`);*

*};*

*const person1 = new Person('Alice', 30);  
const person2 = new Person('Bob', 25);*

*person1.sayHello(); // Output: Hello, my name is Alice and I am 30 years old.  
person2.sayHello(); // Output: Hello, my name is Bob and I am 25 years old.*

By defining sayHello on Person.prototype, we ensure that the function is not recreated for each instance of Person, thus saving memory.

**Application of constructor function**

**Creating Multiple Instances of Objects**

Constructor functions are ideal for creating multiple instances of an object with the same properties and methods. This is useful when you need to manage numerous similar objects.

*function Car(make, model, year) {  
 this.make = make;  
 this.model = model;  
 this.year = year;  
 }*

*const car1 = new Car('Toyota', 'Corolla', 2020);  
const car2 = new Car('Honda', 'Civic', 2018);*

**Polyfills for forEach**

*Array.prototype.ourForEach = function (callBack) {  
//this is representing the array on which ourForEach is used.  
 for (var i = 0; i < this.length; i++) {  
 callback(this[i], i, this) // currentValue, index, array  
 }  
};*

*names.ourForEach(name => console.log(name));*

*By defining the forEach method on Array.prototype, in the code Array.prototype.forEach = function(callback, thisArg) { ... } we ensure that the method becomes available on all array instances.*

**Polyfills for map**

*Array.prototype.ourMap = function(callback) {  
 var arr = [];  
 for (var i = 0; i < this.length; i++) {  
 arr.push(callback(this[i], i, this))  
 }  
return arr // finally returning the array  
}*

**Polyfills for filter**

*Array.prototype.filterAlbums = function(callback, context) {  
 arr = []  
 for (var i = 0; i < this.length; i++) {  
 if (callback.call(context, this[i], i, this)) {  
 arr.push(this[i])  
 }  
 }  
return arr;  
}*

**Polyfills for call**

*Function.prototype.myCall = function(obj = {}, ...args) {  
 if(typeof this !="function") {throw new Error("Not Callable");}  
 obj.fn = this; // here ‘this’ refers to the function it is called upon. In our case it is printAge.   
 We are doing this step because we want our person object to look like   
 {name: “Shivam”, fn: printAge(age){console.log(`${this.name} is ${age} years old`);}}.  
 So that this.name can get its desired name value.   
 const result = obj.fn(...args); // obj is person object  
 delete obj.fn;  
 return result  
 }*

*Let person = {name: “Shivam Khandelwal”};  
function printAge(age) {  
 console.log(`${this.name} is ${age} years old`)  
}  
printAge.myCall(person,28);*

**Polyfills for Apply**

*Function.prototype.myApply = function(obj= {}, …args) {  
 if(typeof this!= “function”) {throw new Error(“Not Callable”);}  
 if(!Array.isArray(...args)) {throw new Error(“TypeError:CreateListFromArrayLike called on non-object”)}  
 obj.fn = this;  
 obj.fn(…args);  
}*

**//** This is just a basic/beginner code. Other changes are also possible. In polyfills for apply and bind

**Polyfills for Bind**

*Function.prototype.myBind= function(obj= {}, …args1) {  
 if(typeof this!= “function”) {throw new Error(“Not Callable”);}  
 obj.fn = this;  
 return function (…args2) {  
 obj.fn(…args1,…args2);  
 }  
}*

**Polyfills for Promise.all**

**Phases of JavaScript Event.**

1. Capturing Phase
2. Target Phase
3. Bubbling Phase

When a click event happens (or any other event that propagates):

* The event travels down from root of DOM hierarchy to target element (capture phase)
* The event occurs on the target (the target phase)
* Finally, the event bubbles up through DOM hierarchy, from target element to root element (the bubble phase).
* This mechanism is named *event propagation*

**Event Bubbling**

Event Bubbling is a concept in which an event triggered on a nested element will "bubble up" through its parent elements all the way to the root of the document, invoking event handlers attached to those parent elements along the way.

**JavaScript Argument Object (from w3schools)**

JavaScript functions have a built-in object called the arguments object.  
The argument object contains an array of the arguments used when the function was called (invoked).

function sum() {  
 let result = 0;  
 for (let i = 0; i < arguments.length; i++) {result += arguments[i]; }  
 return result;  
}

console.log(sum(1, 2, 3, 4)); // Output: 10

**setInterval**

The setInterval() method calls a function at specified intervals (in milliseconds).  
The setInterval() method continues calling the function until clearInterval() is called, or the window is closed.  
*myInterval = setInterval(function, milliseconds);*

**clearInterval**

The clearInterval() method clears a timer set with the setInterval() method.  
*clearInterval(myInterval)*

**setTimeOut**

The setTimeout() method calls a function after a number of milliseconds.  
*myTimeout = setTimeout(function, milliseconds);*

**clearTimeout**

The clearTimeout() method clears a timer set with the setTimeout() method.  
*clearTimeout(myTimeout);*

**blur**

The blur() method removes focus from a window.

**focus**

The focus() method sets focus to a window.

**CORS, Preflight Request, OPTIONS Method | Access Control Allow Origin Error**

**CORS (Cross Origin Resource Sharing)**

It is a mechanism in which data or any other resource can be intentionally shared with third party website which in general is restricted / forbidden by our browser for security reasons.

CORS could be handled using following Headers

1. Access-Control-Allow-Origin: Specifies the origins that are permitted to access the resource.

* Example: Access-Control-Allow-Origin: <https://domain-a.com>. This allows us to specifically allow one website to access our resource. In this case, <https://domain-a.com> can access our web resource, since it is explicitly allowed.
* Example: Access-Control-Allow-Origin: \* . Wildcard character (\*) means that any site can access the resource you have it in your site and obviously it’s unsafe.

1. Access-Control-Allow-Methods: Lists the HTTP methods allowed for the resource (e.g., GET, POST, PUT, DELETE).

**Pre Flight Request (OPTIONS)**

Sometimes, before making the actual request (like a GET or POST), the browser sends a "Preflight" request. We can think of it as asking, "Is it okay if I make this request?"

The Preflight request is like a polite way to check with the other website if it's safe to proceed.

The other website (the one you're requesting data from) responds to this Preflight request with CORS headers

If the Preflight response says it's okay, then the browser goes ahead and makes the actual request.

Why are Preflight Requests Necessary?

Cross-origin requests can be a security risk if not handled properly. Browsers enforce the same-origin policy, which restricts web pages from making requests to a different origin. However, there are legitimate use cases where cross-origin requests are needed, such as fetching data from APIs hosted on different domains. To ensure security, web browsers introduce CORS, which involves a set of rules to enable or restrict cross-origin requests.

A preflight request serves as a safety mechanism by seeking permission from the server before initiating the actual request. It allows the server to declare the necessary CORS headers and indicate whether the actual request is allowed. This process helps prevent potential cross-site scripting (XSS) attacks and protects user data.

How does a Preflight Request Work?

When a web browser sends a cross-origin AJAX request, it first checks if the request is considered a “simple request” or a “preflighted request.” Simple requests include common HTTP methods like GET, POST, and HEAD, with only a limited set of content types. These requests do not trigger preflight requests and can be directly sent to the server.

On the other hand, if the AJAX request is considered a “preflighted request,” the browser automatically sends an HTTP OPTIONS request to the server. This preflight request includes additional headers, such as Origin (indicating the source of the request) and Access-Control-Request-Method (the method to be used in the actual request).

The server receives the preflight request and should respond with the appropriate CORS headers. These headers typically include Access-Control-Allow-Origin (specifying the allowed origin), Access-Control-Allow-Methods (listing the permitted HTTP methods), and Access-Control-Allow-Headers (defining the allowed request headers).

Once the browser receives a successful response to the preflight request, it proceeds to send the actual request to the server. The server can then process the request, perform any necessary operations, and respond with the requested resource.

**Difference B/W Weak Set And Set.**

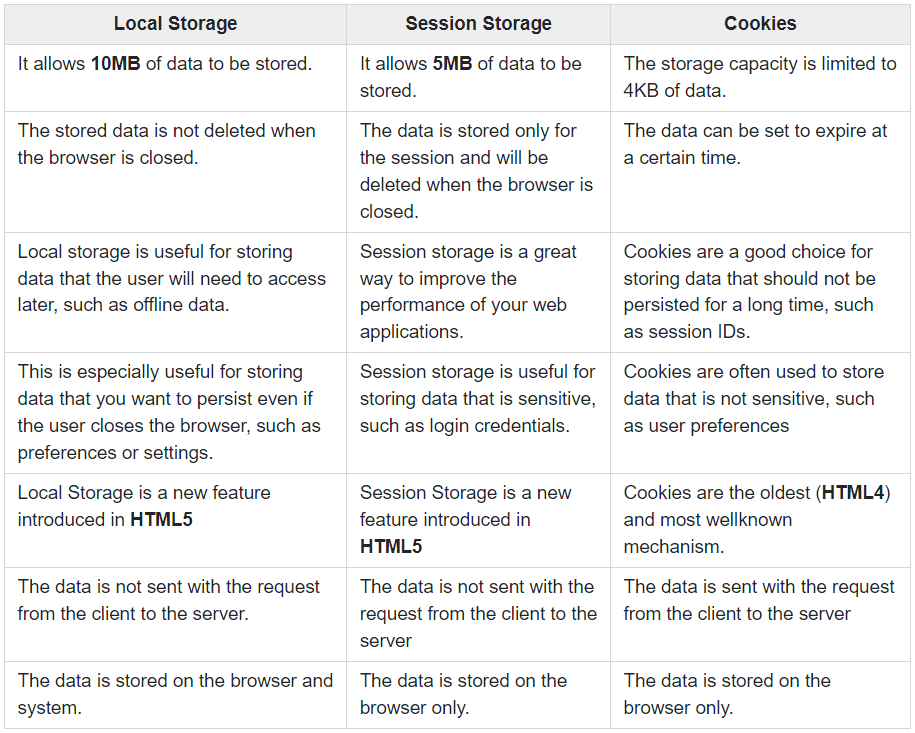
1. Weak Set cannot be iterated.
2. Only objects can be stored in WeakSet.

**Difference B/W Weak Map & Map**

1. It cannot be iterated.
2. Only object can be stored in values in WeakMap.

**LocalStorage v/s Session Storage v/s Cookies**

<https://www.tutorialspoint.com/difference-between-local-storage-session-storage-and-cookies-in-javascript>



ES6 Feature introduced

1. Let & Const
2. Spread & Rest operator
3. Arrow functions
4. Array Method like (forEach,map, filter, reduce, etc)
5. Template Literals, etc

ES7(2016) Features

1. Array.includes()

ES8(2017) Features

1. Object.enteries() & Object.values()
2. Async & Await

What are CDN

A content delivery network (CDN) is a geographically distributed group of servers that caches content close to end users. A CDN allows for the quick transfer of assets needed for loading Internet content, including HTML pages, JavaScript files, stylesheets, images, and videos.

**Iterator and Generator Functions**

Generator functions are a special type of function in JavaScript that allow you to control the flow of code execution.

They are defined using the function\* syntax.

When we call a generator function, it doesn't execute the function's code right away like a regular function. Instead, it returns a special type of object called an iterator, which can be used to control the execution of the function's code over time. This is particularly useful when dealing with asynchronous operations or when we need to pause and resume code execution.

*function\* myGenerator() {  
 yield 1; // 1 will be returned as value  
 yield 2; // 2 will be returned as value  
 yield 3; // 3 will be returned as value*

*}  
const generator = myGenerator();  
console.log(generator.next()); // { value: 1, done: false }  
console.log(generator.next()); // { value: 2, done: false }  
console.log(generator.next()); // { value: 3, done: false }  
console.log(generator.next()); // { value: undefined, done: true }*

In the example above, we define a generator function called myGenerator. Inside this function, we will notice the ‘yield’ keyword. This is what makes generator functions special. When you call the generator function, it doesn't execute the entire function at once. Instead, it runs until it encounters a yield statement and then pauses. When you call the generator's next method, it continues execution from where it left off until it encounters the next yield statement or until the function completes.

The next method of the generator returns an object with two properties: value and done. The value property contains the value that was yielded, and the done property is a boolean that indicates whether the generator function has completed its execution.

**An iterator** is a built-in JavaScript object that represents a sequence of values. It provides a standard way to access the elements of a collection, one at a time, without exposing the underlying structure of that collection.

To work with an iterator, we can use the following methods:

1. next(): This method advances the iterator to the next item in the sequence and returns an object with two properties: value and done.
2. value: It contains the current value in the sequence.
3. done: A boolean that indicates whether there are more items in the sequence (false) or if the iterator has reached the end (true).

Here's a simple example of using an iterator with an array:

*const myArray = [1, 2, 3, 4, 5];  
const iterator = myArray[Symbol.iterator](); // Get the iterator for the array  
console.log(iterator.next()); // { value: 1, done: false }  
console.log(iterator.next()); // { value: 2, done: false }  
console.log(iterator.next()); // { value: 3, done: false }  
console.log(iterator.next()); // { value: 4, done: false }  
console.log(iterator.next()); // { value: 5, done: false }  
console.log(iterator.next()); // { value: undefined, done: true }*

We can create custom iterable objects by defining an iterator method ([Symbol.iterator]) within the object. This method should return an object with a next function that specifies how the object's elements should be iterated.

Here's a simple example of a custom iterable object:

*const myIterableObject = {  
 items: ['apple', 'banana', 'cherry'],  
 [Symbol.iterator]() {  
 let index = 0;  
 return {  
 next: () => {  
 if (index < this.items.length) {  
 return { value: this.items[index++], done: false };  
 } else {  
 return { value: undefined, done: true };  
 }  
 },  
 };  
 },*

*};*

for (const item of myIterableObject) {console.log(item);}

In this example, myIterableObject is made iterable by defining a custom iterator method. The for...of loop can then be used to iterate over its elements.

**What are Object Literals?**

An object literal is a way to create an object using a concise syntax. It allows you to define and initialize an object with properties and their values in a single expression.  
*const person = {  
 firstName: "John",  
 lastName: "Doe",  
 age: 30,  
 isEmployed: true  
};*

In this example, person is an object created using an object literal. It has properties like firstName, lastName, age, and isEmployed, each with associated values.

**What are template literals?** (String created using backticks)

Template literals, introduced in ECMAScript 6 (ES6), are a way to create strings in JavaScript that allow for easier and more powerful string manipulation compared to traditional string concatenation. They are enclosed in backticks (`) and can contain placeholders for variable interpolation and multiline text.

Here's how you create a basic template literal:  
*const name = "John";  
const greeting = `Hello, ${name}!`;  
console.log(greeting); // Output: Hello, John!*

**Error Handling in JavaScript**

Use try catch block to do error handling.

Different types of errors in javascript

1. EvalError : It was used to represent errors that occurred when using the eval() function, which is used to execute dynamically created JavaScript code.
2. RangeError : This Error is thrown when you use a number that is out of range or specify an invalid length for an array-like object. For example, trying to create an array with a negative length will result in a RangeError.
3. ReferenceError : This error happens when you try to access a variable or function that is not defined.
4. SyntaxError : This error occurs when your code violates the JavaScript syntax rules.
5. TypeError: This Error occurs when a value is not of the expected type.
6. URIError: This error is thrown when you try to encode or decode a Uniform Resource Identifier (URI) incorrectly
7. AggregateError: It is designed to handle multiple errors as a single error, providing a more organized and structured way to deal with multiple exceptions or errors in asynchronous operations.

How to make a web app responsive?

What are different types of Headers present for a given HTTP Request.

**JavaScript Array methods**

1. forEach()  
2. filter()  
3. map()  
4. reduce()  
5. push()  
6. pop()  
7. shift() -> removes First element in the array.  
8. unshift() -> add an element at starting of array.

**9. slice()**

The slice() method returns selected elements in an array, as a new array.  
The slice() method selects from a given start, up to a (not inclusive) given end.  
The slice() method does not change the original array.

Syntax:- **array.slice(start, end)**  
**a. start** (Optional; Defines Start index in array; Default is 0; Negative numbers select from the end of the array)  
**b. end**(Optional; Defines end index in array; Default is last index; Negative numbers select from the end of the array)

*const fruits = ['apple', 'banana', 'orange', 'grape', 'kiwi'];*

*const firstThreeFruits = fruits.slice(0, 3); // slice the first three fruits from the array  
console.log(firstThreeFruits); // ['apple', 'banana', 'orange']*

*const lastTwoFruits = fruits.slice(-2); // slice the last two fruits from the array  
console.log(lastTwoFruits); // ['grape', 'kiwi']*

*const middleFruits = fruits.slice(1, -1); // slice the fruits between the first and last  
console.log(middleFruits); // ['banana', 'orange', 'grape']*

**10. splice()**

It adds and/or removes array elements. It overwrites the original array thus it is not recommended way.  
Syntax:- **array.splice(index, howmany, item1, ....., itemX);**  
**a. Index**(Required; Indicates the index from where items will be added or removed. Negative value defines the position from the end of the array.)  
**b. howMany**(Optional; Indicates number of items to be removed at the given index)   
**c. item1, ..., itemX** (Optional; New elements(s) to be added)

*const fruits = ['apple', 'banana', 'orange', 'grape', 'kiwi'];*

*const removedFruit = fruits.splice(2, 1); // remove one fruit at index 2  
console.log(removedFruit); // ['orange']  
console.log(fruits); // ['apple', 'banana', 'grape', 'kiwi']*

*fruits.splice(1, 0, 'pear', 'peach'); // add two fruits at index 1  
console.log(fruits); // ['apple', 'pear', 'peach', 'banana', 'grape', 'kiwi']*

*fruits.splice(3, 2, 'mango', 'papaya'); // replace two fruits starting at index 3  
console.log(fruits); // ['apple', 'pear', 'peach', 'mango', 'papaya', 'kiwi']*

**11. every()**

1. executes a function for each array element.
2. returns true if the function returns true for all elements.
3. returns false if the function returns false even for one element.
4. does not execute the function for empty elements.
5. does not change the original array.

Syntax:- array.every(callbackFunction(currentValue, index, arr), thisValue)

*const numbers = [2, 4, 6, 8, 10];*

*const allEven = numbers.every((num) => num % 2 === 0); // Check if all numbers are even  
console.log(allEven); // true*

*const allGreaterThan5 = numbers.every((num) => num > 5); // Check if all numbers are greater than 5  
console.log(allGreaterThan5); // false*

*const words = ['apple', 'banana', 'pear', 'grape', 'kiwi'];*

*const allMoreThan3Chars = words.every((word) => word.length > 3); // Check if all words have more than 3 characters  
console.log(allMoreThan3Chars); // true*

*const allStartsWithA = words.every((word) => word.charAt(0) === 'a'); // Check if all words start with letter 'a'  
console.log(allStartsWithA); // false*

**12. some()**

1. Checks if any array elements pass a test (provided as a callback function).
2. Returns true (and stops) if the function returns true for one of the array elements.
3. Returns false if the function returns false for all of the array elements.
4. Does not execute the function for empty array elements.
5. Does not change the original array.  
   **Syntax->array.some(callbackFunction(value, index, arr), this);**

*const numbers = [2, 4, 6, 8, 10];*

*const anyOdd = numbers.some((num) => num % 2 !== 0); // Check if any numbers are odd  
console.log(anyOdd); // false*

*const anyLessThan5 = numbers.some((num) => num < 5); // Check if any numbers are less than 5  
console.log(anyLessThan5); // false*

*const words = ['apple', 'banana', 'pear', 'grape', 'kiwi'];*

*const moreThan5Chars = words.some((word) => word.length > 5); // Check if any words have more than 5 characters  
console.log(moreThan5Chars); // true*

*const anyStartsWithA = words.some((word) => word.charAt(0) === 'a'); // Check if any words start with the letter 'a'  
console.log(anyStartsWithA); // true*

**13. find()**

1. Returns the value of the first element that passes a test.
2. Executes a function for each array element.
3. Returns undefined if no elements are found.
4. Does not execute the function for empty elements.
5. Does not change the original array.

**Syntax:- array.find(function(currentValue, index, arr),thisValue)**

*const numbers = [2, 4, 6, 8, 10];*

*const foundNumber = numbers.find((num) => num > 6 && num % 2 === 0); // Find the first even number greater than 6  
console.log(foundNumber); // 8*

*const fruits = [   
 { name: 'apple', color: 'red' }, { name: 'banana', color: 'yellow' },  
 { name: 'pear', color: 'green' }, { name: 'grape', color: 'purple' },   
 { name: 'kiwi', color: 'brown' },  
];*

*const foundFruit = fruits.find((fruit) => fruit.color === 'green'); // Find the first fruit that is green  
console.log(foundFruit); // { name: 'pear', color: 'green' }*

*const foundFruit2 = fruits.find((fruit) => fruit.name.charAt(0) === 'b'); // Find the first fruit that starts with the letter 'b'  
console.log(foundFruit2); // { name: 'banana', color: 'yellow' }*

**14. includes()**

The includes() method returns true if an array contains a specified value.  
 Note:- includes method also works for Strings as well.

**Syntax:- array.includes(element, start)**

a. element: (Required; The value to search for)  
b. start: (optional; Start position. Default is 0)

**15. indexOf()**

The indexOf() method returns the first index (position) of a specified value.  
The indexOf() method returns -1 if the value is not found.  
The indexOf() method starts at a specified index and searches from left to right.   
By default the search starts at the first element and ends at the last.   
Negative start values counts from the last element (but still searches from right to left).

Note:- This is also available for string.

**Syntax:- array.indexOf(item, start)**  
a. **item** : (Required; The value to search for)  
b. **start** : (Optional; Where to start the search;Default value is 0;Negative values start the search from the end of the array)

**16. lastIndexOf()**

The lastIndexOf() method returns the last index (position) of a specified value.  
The lastIndexOf() method returns -1 if the value is not found.  
The lastIndexOf() starts at a specified index and searches from right to left.  
By defualt the search starts at the last element and ends at the first.  
Negative start values counts from the last element (but still searches from right to left).

**Syntax:- array.lastIndexOf(item, start)**

a. **item** : (Required. The value to search for)  
b.**start :** ( Optional; Where to start the search; Default is the last element (array.length-1);  
Negative start values counts from the last element (but still searches from right to left).)

**17. findIndex()**

**18. join()**

The join() method returns an array as a string(joins all elements of an array into a string).   
The join() method does not change the original array.  
Any separator can be specified. The default is comma (,).

**Syntax:- array.join(separator)  
Separator** (Optional; Determines the separator to be used; Default is a comma.)

**19. concat()**

The concat() method concatenates (joins) two or more arrays.  
The concat() method returns a new array, containing the joined arrays.  
The concat() method does not change the existing arrays.

syntax:- **array1.concat(array2, array3, ..., arrayX);**

Note: This concat method can be used to concat 2 or more strings.

**20. sort()**

The sort() sorts the elements of an array.  
The sort() overwrites the original array.  
The sort() sorts the elements as strings in alphabetical and ascending order.

How sort functions work in javascript.

Sort function, sorts the data converting each element into string and then sequentially matching the each character using UTF-16 code unit values.

so if we are sorting numbers as well then those particular number array will be converted to string and sequentially it will be matched with its UTF-16 code unit values.

Important Note:-

Sorting alphabetically works well for strings ("Apple" comes before "Banana").  
But, sorting numbers can produce incorrect results.  
"25" is bigger than "100", because "2" is bigger than "1".  
You can fix this by providing a "compare function".

**Syntax:- array.sort(compareFunction);**

**compareFunction**

a. It is Optional.  
b. A function that defines a sort order. The function should return a negative, zero, or positive value, depending on the arguments:

function(a, b){return a-b}

When sort() compares two values, it sends the values to the compare function, and sorts the values according to the returned (negative, zero, positive) value.

example:-

var items = [   
 { name: 'Edward', value: 21 },{ name: 'Sharpe', value: 37 },{ name: 'And', value: 45 },  
 { name: 'The', value: -12 }, { name: 'Magnetic', value: 13 },{ name: 'Zeros', value: 37 } ];

// sort by value

items.sort(function (a, b) { return a.value - b.value });

// sort by name

items.sort(function(a, b) {

var nameA = a.name.toUpperCase(); // ignore upper and lowercase  
 var nameB = b.name.toUpperCase(); // ignore upper and lowercase  
 if (nameA < nameB) {return -1;}  
 if (nameA > nameB) {return 1;} // names must be equal  
 return 0;  
 });

**21. reverse()** ->

The reverse() method reverses the order of the elements in an array.  
The reverse() method overwrites the original array.

Syntax :- array.reverse()

**22. flat()**

The flat() method creates a new array with all sub-array elements concatenated into it recursively up to the specified depth.

**23. fill()**

The fill() method fills specified elements in an array with a value.  
The fill() method overwrites the original array thus it is not preferred.  
Start and end position can be specified. If not, all elements will be filled.

Syntax :- **array.fill(value, start, end)**

a. value (Required; The value to fill in)  
b. start (Optional; The start index (position). Default is 0.)  
c. end ( Optional; The stop index (position); Default is array length.)

24. isArray()

25. from()

Object Oriented Programming Concepts

1. Is JavaScript a Object Oriented Programming Language

Yes, JavaScript is Object Oriented Programming Language. It’s important to understand that JavaScript follows a prototype-based model of object-oriented programming rather than a classical class-based model like languages such as Java or C++.

1. What is Prototype based model of object oriented programming and how it is different from Class based model of Object Oriented Programming.
2. What are Constructor Functions
3. What are Prototypes

A prototype is special object that is either null or references another Object. Using prototype, JavaScript Object inherits features from another objects. When we try to read a property from Object and its missing, JavaScript automatically takes it from prototype. This is called Prototypal inheritance. We can set the prototype by setting \_\_proto\_\_. Give Example.

Note: Classes are created in normal way as it is created in java.

JS Coding questions

1. In code sand box, Hit a dummy API and fetch the data and display it in a Table.
2. Reverse a string

inputString.split('').reverse().join('');

1. In place reverse a string. Input : “This is a Technical Interview”. Output: SIHT si a lacinhcet weivretni

inputString.split(" ").map(word => word.split('').reverse().join('')).join(" ");

1. Sort a List of object bases on the keys.
2. Sort a list of objects on the basis of values.
3. Create a Stop Watch. It should have start, stop and reset button.
4. Create a counter whose value increases with every second. It should have a increment, Start, Stop, Reset and Decrement Button