**Advanced JS Assignment:**

**1. What are the ways to create the objects**

* Using new Keyword
* Using object literal
* Using constructor

**2. How many ways we can create the arrays**

* Using literal

var fruits = ["Apple", "Orange", "Donkey"]

* Using new Keyword

var fruits = new Array(3);

**3. What are arguments in javascript functions.**

Arguments are values passed to the function.

**4. What is prototypal inheritance in javascript**

A prototype is an internal object from which other objects inherit properties. Its main purpose is to allow multiple instances of an object to share a common property. Thus, object properties which are defined using the prototype object are inherited by all instances which reference it.

**5. What are enumerators in javascript.**

An enumerated type (also called enumeration or enum) is a data type consisting of a set of named values called elements, members or enumerators of the type. The enumerator names are usually identifiers that behave as constants in the language. A variable that has been declared as having an enumerated type can be assigned any of the enumerators as a value.

**6. Callbacks and closures.**

A callback function, also known as a higher-order function, is a function that is passed to another function as a parameter, and the callback function is called) inside the other Function. A callback function is essentially a pattern and therefore, the use of a callback function is also known as a callback pattern.

A "closure" is an function that can have free variables together with an environment that binds those variables

closure=(function(){

var a=3;

var b=5 ;

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

}());

**7. Module based programming in javascript.**

Modules are similar functionalities that are grouped together. In module based programming application is divided in to small tasks and grouped together based on functionality. In this approach maintenance of code will be easier and there will be code reusability.

**8. What is strict mode in javascript**

Its main purpose is to do more checking.

Just add "use strict"; at the top of your code, before anything else.

For example, airf = 33; is valid JavaScript. It means you create a completely global variable airf.

But in strict mode its an error because you did not use the keyword "var" to declare the variable.

**9. What is the difference between == and ===**

By using == you check if something is equal to something else. This is not strict. By using === you check if something is equal to something else. This is strict. What strict does, in case it wasn't clear there, is that it checks not only the equality of the two values, it compares the types of the two values too.

**10. Ternary operator.**

variable\_name = (condition) ? value\_if\_true : value\_if false;

**11. Difference between public, private and static variables and their use cases.**

If a variable that declared in function then it will be private variable.