

## **1 Explain variables.**

- In simple language where we store our data that's called variables.
- Variables are containers for strong data values.
- There is three types of variables in js
  - 1 var- you can denoted by reassisment and redeclaration.
  - 1 let- you can denoted by reassisment only.
  - 3 const-it is a block scope. You can not reassisment and redeclaration this.

## **2 What are the different types of data type in js?**

- There is a main two types of data type
  - 1 Primitive datatype
    - a) Number
    - b) Null
    - c) Bigint
    - d) Boolean
    - e) String
    - f) Symbol
    - g) Undefined
  - 2 Non primitive datatype – store multiple values
    - a) Object {}
    - b) Array []

## **3 Explain hoisting**

- Hoisting entails moving all declarations to the top of the scope before executing the code.

## **4 Difference between double and triple question mark (?).**

- Double question mark is a logical operator that takes two values and returns the right hand value if the left hand value is undefined or null, else returns the left hand operand.

## **5 Difference between double and triple equals (=).**

- The double equal operator only checks if two objects are references to the same object in memory, while the triple equal operator checks if two objects have the same properties and values.

## **6 One arithmetical operator practice example**

## **7 Dynamic example of boolean operator**

## **8 How many key words in js?**

- There are total 63 keywords which is provides to the programmers.

## **9 Difference between object and array.**

- The data inside an array is known as elements.
- The data inside objects are known as properties which consists of a key and a value.
- Arrays are best to use when the elements are numbers.
- Objects are best to use when the elements are strings.

## **10 Types of functions in js.**

- a) Function declaration: Function declaration is the traditional way to define a function. It is somehow similar to the way we define a function in other programming languages. We start declaring using the keyword function. Then we write the function name and the parameters.
- b) Function Expression: Function expression is another way to define a function in JavaScript. Here we define a function using a variable and store the returned value in that variable
- c) Arrow Function: Arrow functions are been introduced in the ES6 version of JavaScript. It is used to shorten the code. Here we do not use the function keyword and use the arrow symbol

### **11 What is js in briefing.**

- Java script is scripting language that allows you to implement complex features on web pages.
- JS make your website dynamic and alive.
- JS is used up to 97%
- JS has a 14lacks plus properties.
- JS is most popular programing language.

### **12 Create dynamic object.**

### **13 Difference between scripting and programing language.**

- Scripting languages are used for smaller tasks.
- Programming languages help build large and complex software applications.

### **14 Create example of any loop.**

### **15 What are the types of errors in js?**

- There are 7 types of javascript errors
  - a) Syntax error
  - b) Reference error
  - c) Type error
  - d) Evaluation error
  - e) Range error
  - f) URL error
  - g) Internal error

### **16 What is lexical environment?**

- A lexical environment is a data structure that holds identifier-variable mapping.
- Lexical in general means in hierarchy or in a sequence.
- Lexical scope is the ability for a function scope to access variables from the parent scope.

## **17 What is DOM? Ex and briefing.**

- The DOM define a standard for accessing documents.
- The W3C document object model is a platform and language neutral interface that allows programs and scripts to dynamically access and update the content, structure, and style of a document.
- For example, the object representing the HTML form element gets its name property from the HTML Form Element interface but its class Name property from the HTML Element interface.
- It is a programming interface that allows us to create, change, or remove elements from the document.

## **18 What is client side and server side?**

- Server-side refers to processes that are carried out on the web server, where the website or web application is hosted.
- These processes are typically executed by the server before the website or web application is delivered to the user's device, and they can include tasks such as retrieving data from a database, rendering a web page, or handling user input.
- Client-side, on the other hand, refers to processes that are carried out on the user's device, typically in the user's web browser.
- These processes are executed after the website or web application has been delivered to the user's device, and they can include tasks such as rendering and displaying a web page, handling user interactions, or running JavaScript code.

## **19 What is global variable?**

- A global variable is a programming language construct, a variable type that is declared outside any function and is accessible to all functions throughout the program.
- A group of global variables is called a global state or global environment because when combined, they define various aspects of a program or the environment when the program runs.

- A global variable is usually declared on top of all functions and is kept to a minimum, as all functions can manipulate them during the program's run time, which is considered dangerous by most programmers because they may accidentally be changed, resulting in bugs.

## **20 Adding css in js. Ex**