**HCL MERN Stack Interview Questions**

1. Which version of React you use in your project?

2. What are the life cycle methods in reactjs?

3. In which life cycle method, You put ajax call?

4. Which method we use to update state in class component?

5. Can you add second argument to our setState()?

6. Can I pass function instead of object in setState()?

7. What is the difference between POST, PATCH and PUT?

8. Have you worked on single Sign On?

9. Have you worked on JWT?

10. What is the 3 level of Structure of JWT?

11. What is Authentication and Authorization in nodejs?

12. Can you tell me some cases where i can use refs in react project?

13. Why we use keys in react?

14. In which case we can use Index as a key?

15. What are pure component?

16. Is there any Limitation of using Pure Component?

17. Have you ever face cross browser compatibility issue with React?

18. What is props drilling?

19. Is setState async or sync? why

20. if React application is slow then how will you investigate that and what major you will take?

21. Can you create React app without create-react-app library?

22. Have you used WebPack in your react project?

23. What are the major functions of WebPack?

24. What is entry and output in WebPack?

25. What is the spread Operator in javascript?

26. Is Redux Async or sync?

27. What is Redux Thunk?

28. What is the process flow of Redux?

29. what is temporal dead zone?

30. What is hoisting in javascript?

31. What is event loop?

32. How does Node works?

33. What is event emitters in NodeJs?

34. What is pipping in NodeJs?

Pipes are used to channel the output from one thread into the input of another. PipedReader and PipedWriter (and their input and output stream counterparts PipedInputStream and PipedOutputStream. ) implement the input and output components of a pipe.

35. What is callback hell?

36. What is test pramid?

37. Difference between setImmediate and setInterval?

38. What is use of DNS module in nodejs?

39. Have you used ESLint?

ESLint is a tool for identifying and reporting on patterns found in ECMAScript/JavaScript code, with the goal of making code more consistent and avoiding bugs. In many ways, it is similar to JSLint and JSHint with a few exceptions: ESLint uses Espree for JavaScript parsing.

40 What is Linting?