JAVA FULL STACK ENGINEERING

[INTERVIEW QUESTIONS]

DOCKER – 40
KUBERNETES- 50
OTHER QUESTION -60

TOTAL -150

Konda Mahesh
[Senior SDE]

Docker

1. Docker Basics and Architecture

1. What is Docker and how does it differ from traditional virtual machines?
2. Explain Docker architecture and its components.
3. What are images and containers in Docker?
4. How does Docker handle networking between containers?
5. What are the main differences between a Docker container and a VM?
6. What is the Docker daemon and how does it interact with the Docker CLI?

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8. What are layers in Docker images and how do they work?
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11. What is a Docker registry, and how do you use Docker Hub?
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17. What are Docker volumes, and why are they used?
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1. Docker Basics and Architecture

1. What is Docker and how does it differ from traditional virtual machines?

- **Docker** is a platform that enables developers to package applications and their dependencies into a container, ensuring consistency across environments. Unlike traditional virtual machines (VMs), Docker containers share the host OS kernel and are isolated at the application layer. VMs virtualize entire hardware, including the OS, which is more resource-intensive. Docker is lightweight, faster, and has less overhead.

2. Explain Docker architecture and its components.

- Docker follows a **client-server** architecture:
    - **Docker Daemon (dockerd)**: Manages containers, images, networks, and volumes. It listens for requests from the Docker CLI.
    - **Docker Client (docker)**: Provides a command-line interface to interact with the Docker Daemon.
    - **Docker Registry**: A repository for Docker images (e.g., Docker Hub).
    - **Docker Objects**: Containers (running instances of images), images, networks, and volumes.

3. What are images and containers in Docker?

- **Images** are read-only templates that define the environment for your application (e.g., OS, libraries, application files). **Containers** are instances of images and represent the running application or environment with its own file system, networking, and isolated resources.

4. How does Docker handle networking between containers?

- Docker uses a virtual network to allow containers to communicate. By default, containers on the same host use the **bridge network** to communicate. You can also use other network types like **host**, **overlay**, and **none**. Docker creates virtual Ethernet interfaces and assigns IPs to containers within a network.

5. What are the main differences between a Docker container and a VM?

- **Containers** are lightweight, share the host OS kernel, and are fast to start. They contain only the application and its dependencies. **VMs**, on the other hand, run an entire operating system along with the application, and each VM requires its own kernel, making them heavier and slower to start.

6. What is the Docker daemon and how does it interact with the Docker CLI?

- The **Docker daemon (dockerd)** is a server-side process responsible for managing containers, images, volumes, and networks. The **Docker CLI** (client) sends commands to the daemon, which executes them and returns the output. The daemon also communicates with registries to push and pull images.

2. Docker Images and Containers

7. How do you create a Docker image from a Dockerfile?

- You create an image using the **docker build** command with a **Dockerfile** as the build context.

docker build -t <image-name> .

The Dockerfile contains a set of instructions that define how to build the image.

8. What are layers in Docker images and how do they work?

- **Layers** in Docker images are the result of the instructions in a Dockerfile. Each instruction (e.g., RUN, COPY, ADD) creates a new layer. Layers are cached to optimize builds. When a layer changes, only that layer and subsequent layers are rebuilt, speeding up the process.

9. What is the role of the ENTRYPOINT and CMD instructions in a Dockerfile?

- **ENTRYPOINT** defines the executable that will run when a container starts. It's typically used for defining the main process. **CMD** provides default arguments to the ENTRYPOINT or can run a command if ENTRYPOINT is not specified. CMD can be overridden at runtime, but ENTRYPOINT cannot.

10. Explain the difference between CMD and RUN in Dockerfiles.

- **RUN** executes commands during the image build process (e.g., installing software). **CMD** sets the default command to run when the container starts, allowing it to be overridden during container launch.

11. What is a Docker registry, and how do you use Docker Hub?

- A **Docker registry** is a place where Docker images are stored and retrieved. **Docker Hub** is the default public registry provided by Docker, where you can push and pull images. You can use **docker push** to upload images and **docker pull** to download them.

12. How do you list, stop, start, and remove containers in Docker?

- **List containers**: docker ps (for running containers) or docker ps -a (all containers).
- **Stop a container**: docker stop <container-id>.
- **Start a container**: docker start <container-id>.
- **Remove a container**: docker rm <container-id>.

3. Docker Networking

13. Explain the different Docker network types (Bridge, Host, Overlay, None).

- **Bridge**: Default network driver that allows containers on the same host to communicate with each other via a private virtual network.
- **Host**: Removes network isolation between container and host, the container shares the host's networking namespace.
- **Overlay**: Used for multi-host networking. It enables communication between containers on different hosts (used in Docker Swarm).
- **None**: Disables networking for a container, meaning it cannot communicate with any other container or the outside world.

14. How does Docker handle container communication across multiple hosts?

- Docker uses the **Overlay network** to enable communication between containers across different hosts. It is often used in Docker Swarm or Kubernetes clusters where containers are spread across different machines but need to communicate with each other.

15. What is the purpose of Docker Compose in managing container networks?

- **Docker Compose** is a tool for defining and running multi-container Docker applications. It allows you to configure multiple containers, their networks, and volumes in a single YAML file (docker-compose.yml), simplifying the management of complex applications.

16. What are Docker network modes, and when should you use them?

- Docker network modes (Bridge, Host, Overlay) define how containers communicate within the same or across hosts. Use **Bridge** for containers on a single host, **Host** for performance-critical applications where isolation is not needed, and **Overlay** for multi-host communication in Docker Swarm or Kubernetes environments.

4. Docker Volumes and Storage

17. What are Docker volumes, and why are they used?

- **Volumes** are persistent storage for containers. They allow data to persist beyond container lifecycles, unlike container filesystems, which are ephemeral. Volumes are managed by Docker and can be shared between containers or backed up.

18. How do you persist data in Docker containers?

- Data is persisted using **volumes** or **bind mounts**. Volumes are preferred for Docker-managed storage, while bind mounts link host directories to containers. For stateful applications, using volumes ensures data persists after container restarts.

19. Explain the difference between VOLUME and bind mounts in Docker.

- **VOLUME** is Docker-managed storage that resides in Docker's default storage location (usually /var/lib/docker/volumes/). **Bind mounts** link specific host directories to container directories, giving more control over the storage location but less isolation from the host.

20. How would you backup and restore a Docker volume?

- **Backup**: To back up a Docker volume, you can mount it to a temporary container and copy the data to a backup location.

docker run --rm -v <volume-name>:/data -v $(pwd):/backup alpine cp -r /data /backup

- **Restore**: To restore, you can copy the backup data into the volume using a similar method.

21. How can you share data between a host and containers using Docker?

- You can share data between a host and containers by using **bind mounts**. You map a host directory to a container directory during container creation:

docker run -v /host/path:/container/path <image-name>

- Alternatively, you can use **volumes** to share data between containers

5. Docker Compose and Orchestration

22. What is Docker Compose and how does it help with multi-container applications?

- **Docker Compose** is a tool used to define and run multi-container Docker applications. It uses a docker-compose.yml file to configure services, networks, and volumes, making it easier to manage and orchestrate multi-container applications with a single command (docker-compose up). It allows developers to describe an entire stack of services and link them together, making it easier to deploy complex applications.

23. How would you define services, networks, and volumes in a docker-compose.yml file?

- In a docker-compose.yml file:
    - **Services** define the containers (e.g., web, db) and their configurations.
    - **Networks** define how containers communicate with each other.
    - **Volumes** are used to persist data or share data between services.

Example:

yaml

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```
version: '3'
services:
  web:
    image: nginx
    networks:
      - backend
    volumes:
      - web-data:/usr/share/nginx/html
  db:
    image: postgres
    networks:
      - backend
networks:
  backend:
volumes:
  web-data:
```

24. What is the difference between Docker Swarm and Kubernetes in container orchestration?

- **Docker Swarm** is Docker's native orchestration tool that is simpler to set up and use. It is designed for smaller setups and provides clustering, service discovery, and load balancing.
- **Kubernetes**, on the other hand, is a more feature-rich, complex, and widely adopted orchestration platform. It supports higher scalability, advanced scheduling, and better management for larger production environments.

25. How do you scale services with Docker Compose?

- Scaling services in **Docker Compose** is done using the docker-compose up --scale command. For example, to scale a web service to 3 instances, you would run:

```
docker-compose up --scale web=3
```

26. What are the benefits and limitations of Docker Swarm compared to Kubernetes?

- **Benefits of Docker Swarm**:
    - Easier to set up and configure.
    - Natively integrated with Docker, providing a simple approach to orchestration.
    - Supports multi-host networking and service discovery.

Limitations:

- Limited to Docker environments; lacks features and flexibility when compared to Kubernetes.
- Less extensive community and ecosystem support.

Benefits of Kubernetes:

- More complex but highly scalable and feature-rich.
- Advanced scheduling, resource management, and auto-scaling.

Limitations:

- Requires a steeper learning curve and more setup effort.
- More resources needed to run a Kubernetes cluster.

6. Troubleshooting and Debugging

27. How would you troubleshoot a container that isn't starting or has exited unexpectedly?

- **Check logs**: Use docker logs <container-id> to get the logs and understand why it exited.
- **Check container status**: Use docker ps -a to see the container status and check for errors.
- **Inspect the container**: Use docker inspect <container-id> to check container details (e.g., environment variables, resource constraints).
- **Look for exit codes**: Review the container's exit code using docker ps -a to understand if it's an application crash or an environment/configuration issue.

28. How do you handle network connectivity issues between containers in a Docker setup?

- **Check Docker network**: Use docker network ls and docker network inspect <network-name> to inspect and troubleshoot container networks.
- **Test connectivity**: Use docker exec <container-id> ping <container-ip> to test connectivity between containers.
- **Check firewall rules**: Ensure no firewall restrictions are blocking container communication.

29. What are some common Docker container logs you should check when troubleshooting issues?

- **Application logs**: Often, containers log application-specific errors (e.g., /var/log/my-app.log).
- **Docker logs**: Use docker logs <container-id> to view container stdout and stderr.
- **System logs**: Docker Daemon logs, which can be found using journalctl -u docker on systems with systemd.

30. What's the process to update Docker images without causing downtime?

- Use **rolling updates** for services by running multiple versions of containers, so traffic is routed to the healthy instances. You can also use a **blue-green deployment** or **canary release** to minimize downtime. Update the image, redeploy the container, and ensure services are balanced across instances.

31. Explain how you would manage Docker container resource limits (CPU, memory).

- Use **Docker's resource management flags** (--memory, --cpus) when running containers to limit the resources they can use. Example:

bash

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docker run --memory="512m" --cpus="1.5" <image-name>

Alternatively, in Docker Compose, you can define resource limits under deploy:

yaml

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services:

app:

image: myapp

deploy:

resources:

limits:

memory: 512M

cpus: '0.5'

7. Docker and CI/CD

32. How would you integrate Docker into a Continuous Integration/Continuous Deployment (CI/CD) pipeline?

- In CI/CD, Docker is used to **build, test, and deploy containers**. During the CI phase, the Dockerfile is used to build an image, which is then tested in isolated environments. Once validated, the image is pushed to a registry, and in the CD phase, the image is deployed to a container orchestration platform like Docker Swarm, Kubernetes, or a cloud service.

33. How do you handle versioning of Docker images in CI/CD workflows?

- Version Docker images by tagging them with specific versions or commit hashes. Example:

docker build -t myapp:v1.0.0 .

docker push myapp:v1.0.0

Tagging ensures that you can deploy specific versions of your application and roll back if necessary.

34. How do you handle rollbacks in a Docker-based CI/CD pipeline?

- Rollbacks can be done by deploying an older, stable version of the Docker image. In Docker Compose, this is as simple as changing the tag in the docker-compose.yml file and running docker-compose up -d. In Kubernetes, you can roll back to a previous deployment revision using kubectl rollout undo.

8. Docker Best Practices and Optimization

35. What are Docker best practices for creating efficient and secure containers?

- Minimize the size of images by using small base images (e.g., alpine).
- Use multi-stage builds to reduce the final image size.
- Avoid running containers as root.
- Keep sensitive data (e.g., passwords) out of images by using Docker secrets.
- Regularly update base images to include security patches.

36. How would you handle large Docker images in production?

- Use **multi-stage builds** to separate the build and runtime environment, reducing the image size.
- Optimize the Dockerfile by minimizing the number of layers and using efficient commands (e.g., combine RUN statements).
- Use **external storage** or **volumes** to store large datasets instead of including them in the image.

37. What is Docker caching, and how can you optimize it during builds?

- Docker caching speeds up builds by reusing layers that haven't changed. To optimize caching:
    - Place less frequently changing instructions (e.g., COPY package*.json for dependencies) earlier in the Dockerfile.
    - Ensure that only necessary files are copied into the container (use .dockerignore).
    - Minimize the number of layers by combining commands (e.g., RUN).

38. How can you handle logging in a Docker-based microservices architecture?

- Use a **centralized logging solution** like **ELK Stack (Elasticsearch, Logstash, Kibana)** or **Fluentd** to collect and aggregate logs from all containers.
- Configure containers to output logs to **stdout** and **stderr**, which Docker can collect and forward to log aggregators.
- Use tools like **Prometheus** and **Grafana** for monitoring and logging metrics.

39. What are some strategies to improve the startup time of Docker containers?

- Optimize the Docker image by removing unnecessary files and dependencies.
- Reduce the number of layers in the image.
- Use **lighter base images** like alpine instead of full distributions.
- Leverage **pre-built images** for dependencies that don’t require custom builds

Kubernetes

1. Kubernetes Architecture and Components

1. Explain the architecture of Kubernetes. What are the key components of the control plane?
2. What is the difference between a Pod and a Node in Kubernetes?
3. What is the role of etcd, Kubelet, and Kube Proxy in Kubernetes?
4. How does the Kubernetes Scheduler decide which node to run a pod on?

2. Kubernetes Networking

5. How does Kubernetes handle networking between pods?
6. What is the difference between Kubernetes ClusterIP, NodePort, and LoadBalancer services?
7. What are Network Policies in Kubernetes, and how do you implement them?
8. Explain the concept of Kubernetes Ingress. How does it differ from Services?

3. Storage in Kubernetes

9. What is the difference between Volumes, Persistent Volumes (PV), and Persistent Volume Claims (PVC) in Kubernetes?
10. Explain the role of StatefulSets and how they manage persistent storage in Kubernetes.
11. How would you handle data persistence for stateful applications in Kubernetes?
12. What are Storage Classes in Kubernetes, and how do you use them for dynamic provisioning of storage?

4. Deployments and Scaling

13. What is a Kubernetes Deployment, and how does it differ from a StatefulSet?
14. How does Kubernetes handle scaling, and what are Horizontal Pod Autoscalers (HPA)?
15. What are the key differences between a rolling update and a blue-green deployment in Kubernetes?
16. How would you implement canary deployments in Kubernetes?
17. What strategies can you use to handle pod failures or node failures in a production environment?

5. Security in Kubernetes

18. How would you secure a Kubernetes cluster?
19. What is Role-Based Access Control (RBAC) in Kubernetes, and how do you use it to manage user access?
20. How would you secure sensitive data in Kubernetes using Secrets and ConfigMaps?
21. What are Pod Security Policies (PSP), and how do you implement them in Kubernetes?
22. What is the principle of least privilege in Kubernetes, and how would you implement it?

6. CI/CD Integration with Kubernetes

23. How do you integrate Kubernetes into a CI/CD pipeline?
24. What tools do you typically use for CI/CD with Kubernetes?
25. How would you use Helm to deploy and manage applications on Kubernetes?
26. What is Helm and how do you create Helm charts for Kubernetes applications?
27. How would you implement a GitOps workflow in a Kubernetes-based CI/CD pipeline?

7. Kubernetes Troubleshooting

28. How do you troubleshoot a pod that is not starting or keeps crashing?
29. What steps would you take if a Kubernetes service is not accessible?
30. How would you diagnose resource issues in Kubernetes (e.g., CPU, memory)?
31. Explain how to gather logs from a container in Kubernetes.
32. What is kubectl describe, and how would you use it to diagnose issues with a pod or node?

8. Advanced Topics

33. What is the difference between Kubernetes and Docker Swarm for container orchestration?
34. Can you explain the concept of a Custom Resource Definition (CRD) and how you would create and manage one in Kubernetes?
35. How does Kubernetes handle Pod Affinity and Pod Anti-Affinity for scheduling pods?
36. Explain the concept of namespaces in Kubernetes. How are they used to manage resources?
37. What are Kubernetes Operators, and how would you use them to automate custom resources management?

9. Monitoring and Logging in Kubernetes

38. How do you monitor Kubernetes clusters and applications running within it?
39. What tools do you use for monitoring Kubernetes clusters? How do you integrate Prometheus and Grafana?
40. How would you set up centralized logging for Kubernetes using tools like ELK Stack or Fluentd?
41. How do you manage metrics collection in Kubernetes for resource usage?
42. Explain how you would troubleshoot Kubernetes resource exhaustion issues using monitoring tools.

10. Multi-Cluster Management

43. How do you manage multiple Kubernetes clusters across different environments (e.g., multi-cloud, on-prem)?
44. What are the benefits and challenges of Kubernetes Federation?
45. How do you handle cross-cluster communication in a Kubernetes environment?
46. What is the best approach to managing deployments in a multi-cluster Kubernetes setup?

11. Upgrades and Backups

47. How would you upgrade a Kubernetes cluster with minimal downtime?
48. What strategies would you use to back up and restore a Kubernetes cluster?
49. How do you handle versioning of Kubernetes resources and configurations?

1. Kubernetes Architecture and Components

1. Explain the architecture of Kubernetes. What are the key components of the control plane?

- **Kubernetes architecture** consists of a **Control Plane** and **Worker Nodes**. The **Control Plane** manages the cluster's state and is responsible for making global decisions (e.g., scheduling, scaling), while **Worker Nodes** run the containers.
    - **Key Control Plane components**:
        - **API Server**: Exposes the Kubernetes API, and interacts with all components.
        - **etcd**: A consistent and highly-available key-value store used for storing all cluster data.
        - **Controller Manager**: Ensures the desired state of the system (e.g., replication).
        - **Scheduler**: Decides which node to run a pod on.

2. What is the difference between a Pod and a Node in Kubernetes?

- **Pod**: The smallest deployable unit in Kubernetes, consisting of one or more containers that share the same network namespace, storage, and resources.
- **Node**: A physical or virtual machine in a Kubernetes cluster that runs the containers (via Pods). It includes essential services like **Kubelet** and **Kube Proxy**.

3. What is the role of etcd, Kubelet, and Kube Proxy in Kubernetes?

- **etcd**: Stores all cluster state data, including configuration and the state of pods and nodes.
- **Kubelet**: An agent that runs on each node in the cluster, ensuring that containers are running as expected.
- **Kube Proxy**: Manages networking and load balancing by maintaining network rules across nodes for pod-to-pod communication.

4. How does the Kubernetes Scheduler decide which node to run a pod on?

- The **Scheduler** makes decisions based on available resources, constraints (e.g., node labels, taints, tolerations), affinity rules, and other factors like the pod's resource requests. It schedules the pod to the node that fits its requirements.

2. Kubernetes Networking

5. How does Kubernetes handle networking between pods?

- Kubernetes uses a **flat network model**, where each pod gets its unique IP address, and all pods can communicate with each other without NAT. **CNI (Container Network Interface)** plugins are used for configuring network interfaces and routing between pods.

6. What is the difference between Kubernetes ClusterIP, NodePort, and LoadBalancer services?

- **ClusterIP**: Exposes the service only within the cluster.
- **NodePort**: Exposes the service on a static port on each node's IP, enabling external access.
- **LoadBalancer**: Exposes the service externally using a cloud provider's load balancer, distributing traffic across nodes.
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7. What are Network Policies in Kubernetes, and how do you implement them?

- **Network Policies** define rules for pod-to-pod communication. You can use them to control which pods can communicate with each other. These are implemented using YAML definitions to define ingress and egress traffic rules.

8. Explain the concept of Kubernetes Ingress. How does it differ from Services?

- **Ingress** is an API object that manages external HTTP(S) access to services in a Kubernetes cluster. It provides routing rules based on hostnames, paths, and other criteria. It differs from Services, as Services expose internal endpoints, while Ingress routes external traffic to services.

3. Storage in Kubernetes

9. What is the difference between Volumes, Persistent Volumes (PV), and Persistent Volume Claims (PVC) in Kubernetes?

- **Volume**: A directory that is accessible to containers in a pod.
- **Persistent Volume (PV)**: A piece of storage in the cluster that is provisioned and managed by the administrator.
- **Persistent Volume Claim (PVC)**: A request for storage by a user. It specifies size and access modes, and Kubernetes will try to match it with an available PV.

10. Explain the role of StatefulSets and how they manage persistent storage in Kubernetes.

- **StatefulSets** are used for managing stateful applications (e.g., databases). They ensure that pods have stable, unique identities and stable persistent storage, even when pods are rescheduled. StatefulSets create and manage associated **PVCs** for each pod.

11. How would you handle data persistence for stateful applications in Kubernetes?

- Use **StatefulSets** with **Persistent Volumes (PV)** and **Persistent Volume Claims (PVC)** for maintaining state across pod restarts. Ensure proper storage classes are configured for dynamic provisioning.

12. What are Storage Classes in Kubernetes, and how do you use them for dynamic provisioning of storage?

- **Storage Classes** define the type of storage (e.g., SSD, HDD) and other parameters for dynamically provisioning **Persistent Volumes (PV)**. They allow Kubernetes to provision storage automatically based on the defined class.

4. Deployments and Scaling

13. What is a Kubernetes Deployment, and how does it differ from a StatefulSet?

- **Deployment** manages stateless applications and ensures the desired number of pod replicas are running, handling scaling and rolling updates.
- **StatefulSet** is used for managing stateful applications, ensuring ordered deployment, scaling, and termination.

14. How does Kubernetes handle scaling, and what are Horizontal Pod Autoscalers (HPA)?

- **Kubernetes Scaling** can be done manually via kubectl scale or automatically via the **Horizontal Pod Autoscaler (HPA)**, which adjusts the number of pod replicas based on observed CPU utilization or custom metrics.

15. What are the key differences between a rolling update and a blue-green deployment in Kubernetes?

- **Rolling Update** gradually replaces old pods with new ones, ensuring zero downtime.
- **Blue-Green Deployment** involves running two separate environments (blue and green), switching traffic between them for smooth deployments.

16. How would you implement canary deployments in Kubernetes?

- Canary deployments involve deploying a new version of an application to a small subset of users (canary group) to test it. In Kubernetes, this can be achieved by deploying a new set of pods with the new version and gradually increasing traffic to them.

17. What strategies can you use to handle pod failures or node failures in a production environment?

- **Pod failures** can be handled by **ReplicaSets** (automatically reschedules failed pods).
- **Node failures** are managed by **taints, tolerations, and pod distribution across nodes**. Kubernetes ensures pod rescheduling on healthy nodes.

5. Security in Kubernetes

18. How would you secure a Kubernetes cluster?

- Secure the cluster by implementing **RBAC (Role-Based Access Control)**, enabling **network policies**, using **secrets** for sensitive data, and ensuring **audit logging**. Keep the Kubernetes version updated, and use encrypted communication (TLS) for all components.

19. What is Role-Based Access Control (RBAC) in Kubernetes, and how do you use it to manage user access?

- **RBAC** allows fine-grained control over who can access what resources in the cluster. Define roles with specific permissions (verbs like get, create) and bind them to users or service accounts.

20. How would you secure sensitive data in Kubernetes using Secrets and ConfigMaps?

- **Secrets** are used to store sensitive information such as passwords or API keys. **ConfigMaps** store non-sensitive configuration data. Both can be mounted as environment variables or files in pods, ensuring sensitive data is securely managed.

21. What are Pod Security Policies (PSP), and how do you implement them in Kubernetes?

- **Pod Security Policies (PSP)** define a set of conditions that must be met for a pod to be created, such as security contexts, privileged access, and host networking. They can be implemented by defining PSP objects and applying them to namespaces.

22. What is the principle of least privilege in Kubernetes, and how would you implement it?

- The **principle of least privilege** means granting the minimum level of access required to perform tasks. Implement it by using **RBAC** to assign specific roles with only the necessary permissions, and use **ServiceAccounts** with restricted access.

6. CI/CD Integration with Kubernetes

23. How do you integrate Kubernetes into a CI/CD pipeline?

- Kubernetes can be integrated into CI/CD pipelines by using tools like **Jenkins**, **GitLab CI**, or **CircleCI** to automate the build, test, and deployment of applications. After building the container images, Kubernetes can deploy them using **kubectl** or Helm in the pipeline.

24. What tools do you typically use for CI/CD with Kubernetes?

- Common CI/CD tools with Kubernetes include **Jenkins**, **GitLab CI**, **CircleCI**, **Argo CD** for continuous deployment, and **Helm** for managing releases.

25. How would you use Helm to deploy and manage applications on Kubernetes?

- **Helm** is a package manager for Kubernetes that simplifies the deployment of applications by using **Helm charts**. You can define Kubernetes resources (deployments, services, etc.) in charts and use Helm commands like helm install or helm upgrade to manage the release lifecycle.

26. What is Helm and how do you create Helm charts for Kubernetes applications?

- **Helm** is a tool for managing Kubernetes applications through charts, which are collections of pre-configured Kubernetes resources. You create a chart by defining templates and values in YAML files, then use helm create to scaffold a new chart structure.

27. How would you implement a GitOps workflow in a Kubernetes-based CI/CD pipeline?

- **GitOps** uses Git as the source of truth for defining infrastructure and applications. In a Kubernetes CI/CD pipeline, you can use tools like **Argo CD** or **Flux** to automatically deploy changes from Git repositories to the cluster. Code changes, including Helm chart updates, are pushed to a Git repo, and the changes are automatically applied to the Kubernetes cluster.

7. Kubernetes Troubleshooting

28. How do you troubleshoot a pod that is not starting or keeps crashing?

- First, use kubectl describe pod <pod-name> to view events and error messages. Then, check container logs with kubectl logs <pod-name> for any application errors. If the pod keeps crashing, check for resource constraints (e.g., memory, CPU limits) or misconfigurations in the deployment.

29. What steps would you take if a Kubernetes service is not accessible?

- Start by checking the service and pod status with kubectl get svc and kubectl get pods. Ensure the service is correctly defined and that the pods are running. Check the pod logs for any errors, verify DNS resolution, and ensure proper network policies and security groups are set.

30. How would you diagnose resource issues in Kubernetes (e.g., CPU, memory)?

- Use kubectl top pods or kubectl top nodes to monitor resource usage. If a pod is resource-starved, consider adjusting resource requests and limits in the pod specification or use Horizontal Pod Autoscalers (HPA) to scale resources dynamically.

31. Explain how to gather logs from a container in Kubernetes.

- Logs from containers can be retrieved using kubectl logs <pod-name>. For pods with multiple containers, specify the container name with kubectl logs <pod-name> -c <container-name>. You can also use centralized logging solutions like **ELK** or **Fluentd**.

32. What is kubectl describe, and how would you use it to diagnose issues with a pod or node?

- kubectl describe provides detailed information about Kubernetes objects like pods, nodes, or services. For troubleshooting, use kubectl describe pod <pod-name> or kubectl describe node <node-name> to view events, resource allocation, and status information that can help diagnose problems.

8. Advanced Topics

33. What is the difference between Kubernetes and Docker Swarm for container orchestration?

- **Kubernetes** is a powerful, feature-rich container orchestration platform designed for scalability, fault tolerance, and flexibility, supporting complex applications. **Docker Swarm** is simpler, easier to set up, and integrates well with Docker, but lacks the extensive features and scalability that Kubernetes offers.

34. Can you explain the concept of a Custom Resource Definition (CRD) and how you would create and manage one in Kubernetes?

- **CRDs** allow you to extend Kubernetes' functionality by defining your own API objects. To create a CRD, define a YAML file specifying the kind, version, and specification of your custom resource, and apply it using kubectl apply -f <file-name>. Then, you can manage instances of the custom resource like any other Kubernetes object.

35. How does Kubernetes handle Pod Affinity and Pod Anti-Affinity for scheduling pods?

- **Pod Affinity** allows you to schedule pods based on the presence of other pods, ensuring certain pods are co-located. **Pod Anti-Affinity** ensures that certain pods are scheduled on different nodes or zones. Both are specified in the pod's specification under affinity rules.

36. Explain the concept of namespaces in Kubernetes. How are they used to manage resources?

- **Namespaces** provide a way to organize and manage resources in a Kubernetes cluster. They allow for resource isolation, enable multi-tenancy, and help in managing access controls. Each namespace can have its own set of resources, and resources in different namespaces can be managed independently.

37. What are Kubernetes Operators, and how would you use them to automate custom resources management?

- **Kubernetes Operators** are a method of packaging, deploying, and managing complex applications on Kubernetes. Operators watch for changes in the state of custom resources and manage the lifecycle of those resources. You can create your own operator using the **Operator Framework** or use existing operators like the **Prometheus Operator**.

9. Monitoring and Logging in Kubernetes

38. How do you monitor Kubernetes clusters and applications running within it?

- Use tools like **Prometheus** for monitoring, **Grafana** for visualization, and **Kubernetes Metrics Server** to gather resource metrics. You can also monitor application performance with tools like **Datadog** or **New Relic**.

39. What tools do you use for monitoring Kubernetes clusters? How do you integrate Prometheus and Grafana?

- **Prometheus** collects metrics from Kubernetes clusters and application endpoints. **Grafana** is used for visualizing the collected data. You can integrate them by setting up Prometheus as a data source in Grafana and visualizing cluster and application metrics on Grafana dashboards.

40. How would you set up centralized logging for Kubernetes using tools like ELK Stack or Fluentd?

- **ELK Stack (Elasticsearch, Logstash, Kibana)** is used for centralized logging, with **Fluentd** acting as a log shipper that collects logs from Kubernetes containers and sends them to Elasticsearch. You can set up Fluentd as a DaemonSet in Kubernetes to forward logs from all nodes to Elasticsearch.

41. How do you manage metrics collection in Kubernetes for resource usage?

- **Kubernetes Metrics Server** collects resource usage data like CPU and memory. **Prometheus** can also be used to collect application-level metrics. Both can be visualized in **Grafana** or through **kubectl top** commands.

42. Explain how you would troubleshoot Kubernetes resource exhaustion issues using monitoring tools.

- Use **Prometheus** and **Grafana** to track CPU and memory usage over time. If a resource exhaustion issue is detected, check pod logs and resource utilization using kubectl top. Consider scaling the affected application or node, or adjust resource limits/requests in the pod configuration.

10. Multi-Cluster Management

43. How do you manage multiple Kubernetes clusters across different environments (e.g., multi-cloud, on-prem)?

- Use **KubeFed** (Kubernetes Federation) to manage multiple clusters, or tools like **Rancher** or **Red Hat OpenShift** for unified management across multiple environments. **kubectl config** can also be used to manage multiple cluster contexts.

44. What are the benefits and challenges of Kubernetes Federation?

- **Benefits**: Federation allows you to manage multiple clusters across regions and cloud providers. It provides high availability, disaster recovery, and application placement based on location.
- **Challenges**: Federation can add complexity, especially in managing stateful applications, network communication, and resource synchronization across clusters.

45. How do you handle cross-cluster communication in a Kubernetes environment?

- **Service Meshes** like **Istio** or **Linkerd** allow secure and reliable communication between services in different clusters. You can also use **Federation** or **VPNs** for cross-cluster communication.

46. What is the best approach to managing deployments in a multi-cluster Kubernetes setup?

- Use tools like **Argo CD** for GitOps-based deployment management or **Rancher** for unified cluster management across environments. You may also set up **multi-cluster ingress** to route traffic appropriately.

11. Upgrades and Backups

47. How would you upgrade a Kubernetes cluster with minimal downtime?

- To upgrade Kubernetes with minimal downtime, ensure your workloads are highly available. Upgrade the control plane first, then upgrade worker nodes one by one using **kubectl drain** to safely evict pods. Perform rolling updates for workloads.

48. What strategies would you use to back up and restore a Kubernetes cluster?

- Use **etcd backup** to back up the cluster state and ensure disaster recovery. For workloads, use **Velero** or **Kasten K10** for backing up and restoring persistent volumes, configmaps, and secrets.

49. How do you handle versioning of Kubernetes resources and configurations?

- Version Kubernetes resource configurations using **Git** to store YAML files in version-controlled repositories. This enables tracking changes, rolling back configurations, and maintaining infrastructure as code practices.

Main Important Questions Full stack Engineering

1. Spring Framework

1. **Which programming model does the Spring framework promote?**
2. **Can you tell us whether Spring beans are thread-safe? Explain your answer.**
3. **What's @Autowired in Spring?**
4. **What is Hibernate, and why is it used?**
5. **What's the difference between forward and sendRedirect in Java web development?**

2. Java Programming

6. **Can you tell us what the runtime.gc() and system.gc() methods do?**
7. **How are classes related to objects in Java?**
8. **In Java, what is a connection leak? How can you fix this?**
9. **Java doesn't support multiple Inheritance. Why?**
10. **What is double brace initialization in Java and where is it used?**
11. **State difference between Iterator and Enumeration.**
12. **Difference between ArrayList and Vector in Java.**
13. **What is numeric promotion?**
14. **What's the difference between forward and sendRedirect in Java web development?**
15. **What is a critical section?**
16. **How do you keep a Java website safe from bad guys?**

3. JavaScript/ES6

17. **What is Promise and explain its states?**
18. **Difference between GET and POST.**
19. **Why should arrow functions not be used in ES6?**
20. **How null is different from undefined in JavaScript?**
21. **What do you mean by Temporal Dead Zone in ES6?**
22. **What is event bubbling and capturing in JavaScript?**
23. **How do you prevent a bot from scraping your publicly accessible API?**

24. **What's the event loop in Node.js?**

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25. **What are the latest trends in Full Stack Development? Also, how do you keep yourself updated about the new trends in the industry?**
26. **What is Pair Programming? One biggest disadvantage?**
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31. **What is the difference between GraphQL and REST?**
32. **State the difference between blue/green deployment and rolling deployment.**
33. **What makes MVC (Model View Controller) different from MVP (Model View Presenter)?**
34. **What is a responsive web design?**
35. **What is the difference between normalization and denormalization?**
36. **What do you mean by referential transparency in functional programming?**
37. **What do you mean by MEAN Stack?**

5. Web Development & APIs

38. **Explain Long Polling.**
39. **State the difference between GraphQL and REST.**
40. **What is a session in web apps, and how do we handle it in Java?**
41. **What's the difference between GET and POST in HTTP?**
42. **How do you handle session management in web applications (e.g., Java)?**
43. **How do you keep a website secure from attacks?**

6. Deployment & CI/CD

44. **State the difference between GraphQL and REST.**
45. **State the difference between blue/green deployment and rolling deployment.**
46. **How do you keep your website/app scalable and performant?**

7. Other Key Topics

47. **What is 'use strict' in JavaScript? Advantages and drawbacks.**
48. **What's the difference between forward and sendRedirect in Java web development?**
49. **What is Temporal Dead Zone in ES6?**
50. **What's the difference between MEAN Stack and MERN Stack?**
51. **What's the difference between normalization and denormalization?**

8. Additional Concepts & Terminology

52. **What is a callback function in programming?**
53. **What's the purpose of "use strict" in JavaScript?**
54. **What's the difference between a static and non-static class in Java?**

9. Security & Best Practices

55. **How do you keep a Java website safe from bad guys?**
56. **What are some security best practices for web applications?**
57. **What is Cross-Site Scripting (XSS) and how do you prevent it?**
58. **What is Cross-Site Request Forgery (CSRF), and how do you prevent it?**

10. Functional Programming

59. **What do you mean by referential transparency in functional programming?**
60. **What are first-class functions in functional programming?**

1. Spring Framework

1. Which programming model does the Spring framework promote?

Spring promotes the **dependency injection (DI)** and **aspect-oriented programming (AOP)** models. Through **dependency injection**, Spring helps manage object dependencies, improving flexibility and testability. **Aspect-oriented programming (AOP)** allows separation of concerns (e.g., logging, security) from business logic by using aspects.

2. Can you tell us whether Spring beans are thread-safe? Explain your answer.

Spring beans are **not guaranteed to be thread-safe** by default. However, it depends on the scope of the bean:

- **Singleton beans** (default scope) are **not thread-safe** if they maintain mutable state.
- **Prototype beans** are thread-safe as a new instance is created for each request.
- For **request** or **session-scoped beans**, thread safety is guaranteed within the scope of the request or session.

3. What's @Autowired in Spring?

@Autowired is used to automatically **inject dependencies** in Spring beans. When Spring sees this annotation on a field, constructor, or setter method, it tries to inject a bean of the matching type from the application context.

Example: @Autowired private MyService myService;

4. What is Hibernate, and why is it used?

Hibernate is an **Object-Relational Mapping (ORM)** tool for Java, enabling developers to map Java objects to database tables and vice versa. It eliminates the need for manual JDBC code, offers automatic database table creation, and simplifies CRUD operations.

Why use Hibernate?

- It abstracts database access and reduces boilerplate code.
- It supports caching and lazy loading to improve performance.
- It makes managing database transactions simpler.

5. What's the difference between forward and sendRedirect in Java web development?

- **forward()**:
    - Happens within the server (same request-response cycle).
    - The URL in the browser doesn't change.
    - Suitable when you want to forward a request to another resource (e.g., servlet, JSP) within the same server.
- **sendRedirect()**:
    - It is a client-side redirect (new HTTP request-response cycle).
    - The URL in the browser gets updated to the new location.
    - Suitable when you want to redirect the user to a different URL (possibly outside the server).

2. Java Programming

6. Can you tell us what the runtime.gc() and system.gc() methods do?

- **System.gc()** and **Runtime.getRuntime().gc()** both request the JVM to run **garbage collection**. However, they do not guarantee that garbage collection will happen. They simply suggest to the JVM that it may be time to perform garbage collection.
- The **System.gc()** method is a static method that calls the garbage collector via the runtime. It is often used in situations where you want to explicitly manage memory.

7. How are classes related to objects in Java?

In Java, a **class** is a blueprint or template for creating **objects**. A **class** defines the properties (fields) and behaviors (methods) that the **objects** created from it will have.

- A **class** is static in nature and is not instantiated.
- An **object** is an instance of a class and occupies memory space.

Example:

java

Copy

```
class Car {
   String model;
   void drive() { System.out.println("Driving..."); }
}


// Object creation
Car car = new Car(); // 'car' is an object of class Car
```

8. In Java, what is a connection leak? How can you fix this?

A **connection leak** occurs when a program opens a **database connection** but fails to close it properly, causing the application to run out of available connections.

How to fix it?

- Ensure connections are closed in a **finally block** or use a **try-with-resources** statement.
- Use connection pools (like **HikariCP** or **C3P0**) to automatically manage connections.

```
try (Connection conn = dataSource.getConnection()) {
   // Use the connection
} catch (SQLException e) {
   // Handle exceptions
}
```

9. Java doesn't support multiple inheritance. Why?

Java does not support **multiple inheritance** for classes to avoid complexities such as the **diamond problem**, where a class might inherit the same method from two different classes, leading to ambiguity.

However, Java supports multiple inheritance through **interfaces**. A class can implement multiple interfaces, resolving the multiple inheritance issue.

10. What is double brace initialization in Java and where is it used?

Double brace initialization is a syntax in Java that uses an anonymous inner class and instance initialization block to initialize collections, such as lists or maps.

Example:

```
List<String> list = new ArrayList<String>() {{
    add("Java");
    add("Spring");
}};
```

This approach is often used for concise initialization, but it can have drawbacks, such as creating a synthetic class and potential memory leaks, so use it with caution.

11. State difference between Iterator and Enumeration.

- **Iterator** is part of the **java.util** package and provides methods like **hasNext()** and **next()**, and allows removal of elements during iteration (remove()).
- **Enumeration** is an older interface (part of **java.util**), and provides methods like **hasMoreElements()** and **nextElement()**, but it doesn't allow removal.

12. Difference between ArrayList and Vector in Java.

- **ArrayList** is **not synchronized**, meaning it is not thread-safe but provides better performance.
- **Vector** is **synchronized**, which makes it thread-safe but has a performance overhead due to the synchronized block.

13. What is numeric promotion?

Numeric promotion in Java refers to the process of converting smaller numeric types (like **byte**, **short**, **char**) to a larger numeric type (like **int**, **long**, **float**, **double**) during arithmetic operations to prevent loss of precision.

For example:

```
byte a = 10;
byte b = 20;
int c = a + b; // a and b are promoted to int before the addition
```

14. What's the difference between forward and sendRedirect in Java web development?

This was explained under **Spring Framework** section question 5.

15. What is a critical section?

A **critical section** is a part of a program that accesses a shared resource (like a variable, file, or database) that must not be accessed by more than one thread at a time. Synchronization mechanisms such as **locks** and **mutexes** are used to prevent race conditions.

16. How do you keep a Java website safe from bad guys?

To keep a Java website secure:

- **Use HTTPS** for secure communication.
- **Sanitize and validate user input** to prevent **SQL Injection** and **XSS**.
- **Use authentication and authorization** mechanisms (e.g., JWT, OAuth).
- Apply **security headers** (e.g., Content Security Policy).
- **Regularly update dependencies** and patch vulnerabilities.
- Ensure **proper session management** (e.g., **HttpOnly**, **Secure** cookies).

3. JavaScript/ES6

17. What is Promise and explain its states?

A **Promise** is an object in JavaScript that represents the eventual completion (or failure) of an asynchronous operation and its resulting value.

States of a Promise:

1. **Pending**: The promise is neither fulfilled nor rejected.
2. **Fulfilled**: The promise has been completed successfully with a resulting value.
3. **Rejected**: The promise has failed with a reason (an error).

Example:

javascript

Copy

```
let promise = new Promise((resolve, reject) => {
  let success = true;
  if (success) {
    resolve("Task completed");
  } else {
    reject("Task failed");
  }
});


promise.then((message) => {
  console.log(message); // "Task completed"
```

```
}).catch((error) => {
    console.log(error); // "Task failed"
});
```

18. Difference between GET and POST

- **GET**:
    - Retrieves data from the server.
    - Data is sent as part of the URL (query string).
    - URL length is limited (typically 2048 characters).
    - Can be cached, bookmarked, and is visible in the browser history.
    - Used for safe operations (e.g., search queries, fetching data).
- **POST**:
    - Sends data to the server for processing (e.g., creating or updating resources).
    - Data is sent in the body of the request, not in the URL.
    - No URL length limitation.
    - Cannot be cached, cannot be bookmarked.
    - More secure than GET for sensitive data (e.g., form submissions).

19. Why should arrow functions not be used in ES6?

Arrow functions **should not be used** in certain cases because:

1. **No this binding**: Arrow functions do not bind their own this. Instead, they inherit this from the enclosing lexical context. This can lead to unexpected behavior in event handlers or methods.
2. **Cannot be used as constructors**: Arrow functions cannot be used with new to create instances of objects.
3. **No arguments object**: Arrow functions do not have their own arguments object.

javascript

Copy

```
const obj = {
    value: 5,
    method: () => {
        console.log(this.value); // undefined, because `this` refers to the outer context
    }
};
obj.method();
```

20. How null is different from undefined in JavaScript?

- **null**:
    - A value assigned to a variable to indicate that it has no value.
    - It is an **object** type.
    - Explicitly represents an empty or unknown object reference.
- **undefined**:
    - A primitive type used when a variable is declared but not initialized.
    - Represents the absence of a value or when a function doesn't return a value.

Example:

```
let a = null;  // Explicitly set to no value

let b;         // Automatically undefined as it is declared but not assigned

console.log(a); // null

console.log(b); // undefined
```

21. What do you mean by Temporal Dead Zone in ES6?

The **Temporal Dead Zone (TDZ)** refers to the period of time between entering the scope of a variable (e.g., inside a function or block) and the variable being initialized. During this time, accessing the variable will throw a ReferenceError.

Example:

```
console.log(x); // ReferenceError: Cannot access 'x' before initialization

let x = 5;
```

22. What is event bubbling and capturing in JavaScript?

Event bubbling and **event capturing** are two phases of event propagation in the DOM when an event is triggered.

- **Event Bubbling**: The event starts from the **target element** and bubbles up to the **document**. It's the default behavior.
- **Event Capturing**: The event starts from the **document** and travels down to the target element.

Example:

```
document.getElementById("parent").addEventListener("click", () => {
    console.log("Parent clicked");
}, true); // true for capturing phase


document.getElementById("child").addEventListener("click", () => {
    console.log("Child clicked");
}, false); // false for bubbling phase
```

23. How do you prevent a bot from scraping your publicly accessible API?

To prevent bots from scraping your publicly accessible API:

1. **CAPTCHA**: Use CAPTCHA mechanisms to distinguish between humans and bots.
2. **Rate Limiting**: Limit the number of requests per IP address in a given time period.
3. **API Keys**: Require API keys for access, and monitor the usage to detect abnormal traffic.
4. **User-Agent Detection**: Filter requests based on the user-agent string to block known bots.
5. **IP Blacklisting**: Block specific IP addresses that are known to be associated with malicious activity.

24. What's the event loop in Node.js?

The **event loop** in Node.js is the mechanism that handles asynchronous operations. It allows Node.js to handle non-blocking I/O operations by putting them in a queue and executing them in a single-threaded manner.

The event loop processes operations in multiple phases:

1. **Timers**: Executes callbacks for functions like setTimeout().
2. **I/O Callbacks**: Handles I/O events like network requests.
3. **Idle, Prepare**: Internal operations by the event loop.
4. **Poll**: Retrieves new I/O events.
5. **Check**: Executes setImmediate() callbacks.
6. **Close Callbacks**: Handles cleanup after events (like socket.on('close')).

4. Full Stack Development/General Programming

25. What are the latest trends in Full Stack Development? Also, how do you keep yourself updated about the new trends in the industry?

- **Trends**:
    - **Serverless architecture**: Focus on scaling services without managing servers.
    - **Microservices**: Decomposing applications into smaller services for flexibility and scalability.
    - **Containerization (Docker, Kubernetes)**: Managing application deployment with containers.
    - **Jamstack architecture**: Combining static sites with dynamic APIs.
    - **GraphQL**: Flexible data querying mechanism over REST.
    - **WebAssembly**: Enhancing web performance by running compiled code in the browser.
- **Keeping Updated**:
    - Follow **developer blogs**, attend **conferences**, and participate in **online communities** (e.g., StackOverflow, GitHub).
    - Follow **technology thought leaders** on platforms like **Twitter** and **Medium**.
    - Take **online courses** and participate in **hackathons**.

26. What is Pair Programming? One biggest disadvantage?

Pair programming is a software development technique where two developers work together at the same computer:

- **Driver**: One person writes the code.
- **Navigator**: The other person reviews the code, provides feedback, and suggests improvements.

Disadvantage: It can lead to **exhaustion** and **fatigue** as it requires constant collaboration. Some developers might find it less efficient than working alone for certain tasks.

27. What is a Callback Hell?

Callback hell refers to the situation where many nested callback functions (often asynchronous) make the code hard to read, maintain, and debug. This is common in older JavaScript code before the introduction of **Promises** and **async/await**.

Example:

javascript

Copy

```
fs.readFile('file1.txt', function(err, data) {
    fs.readFile('file2.txt', function(err, data) {
        fs.readFile('file3.txt', function(err, data) {
            // More nested callbacks...
        });
    });
});
```

28. How to enhance a website's scalability and efficiency?

- **Use a CDN** to distribute static content.
- **Implement caching** at different layers (e.g., browser, server, database).
- **Optimize images** to reduce page load time.
- **Use a load balancer** to distribute traffic evenly across servers.
- **Database optimization** (e.g., indexing, query optimization).
- **Asynchronous operations** (e.g., background processing, queuing).
- **Minimize HTTP requests** and use **bundling and minification**.

29. How can you decrease the load time of a web application?

- **Image optimization** (e.g., compressing images, using WebP).
- **Minify and bundle CSS/JS files**.
- **Lazy loading** of assets like images and videos.
- **Implement caching** mechanisms (e.g., browser, CDN).
- **Use server-side rendering** (SSR) or static site generation (SSG).
- **Database query optimization** and indexing.

30. What is a critical section?

A **critical section** is a part of a program that accesses shared resources (like variables or files) that must not be accessed simultaneously by more than one thread. Synchronization mechanisms, such as **mutexes** or **locks**, are used to ensure mutual exclusion.

31. What is the difference between GraphQL and REST?

- **GraphQL**:
    - Allows clients to request exactly the data they need.
    - Single endpoint for all queries.
    - More flexible in terms of nested queries.
- **REST**:
    - Uses multiple endpoints for different resources.
    - Data returned can include more information than required.
    - More rigid in data structure.

32. State the difference between blue/green deployment and rolling deployment.

- **Blue/Green Deployment**:
    - Two environments (Blue and Green) are maintained. One environment (Blue) is live, while the other (Green) is updated. Once the Green environment is ready, the traffic is switched to it.
- **Rolling Deployment**:
    - Deployments happen incrementally on subsets of servers. The new version replaces the old version gradually, ensuring continuous availability.
    -

33. What makes MVC (Model View Controller) different from MVP (Model View Presenter)?

- **MVC**:
    - The **controller** is responsible for handling user input and updating the model. The view is passive and only displays what the controller tells it.
- **MVP**:
    - The **presenter** acts as an intermediary between the view and the model. It retrieves data from the model and updates the view, which remains more passive.

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34. What is a responsive web design?

Responsive web design is an approach where the layout and content of a website adapt based on the screen size and resolution. It typically uses **media queries**, **flexbox**, and **grid systems** to adjust the design.

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35. What is the difference between normalization and denormalization?

- **Normalization**: Process of organizing data in a database to reduce redundancy and improve data integrity. It usually involves splitting data into multiple tables.
- **Denormalization**: The process of combining data from multiple tables into a single table for performance optimization, often used in read-heavy applications.

---

36. What do you mean by referential transparency in functional programming?

A function is **referentially transparent** if an expression can be replaced with its value without changing the program's behavior. It means the function always produces the same output for the same input and has no side effects.

---

37. What do you mean by MEAN Stack?

The **MEAN** stack is a full-stack JavaScript framework that includes:

- **MongoDB** (database)
- **Express.js** (backend framework)
- **Angular** (frontend framework)
- **Node.js** (runtime environment)

It's used to build scalable web applications using JavaScript for both client and server-side code.

5. Web Development & APIs

38. Explain Long Polling.

Long Polling is a web communication technique where the client makes a request to the server, but the server holds the request open until new data is available. Once data is available, the server sends a response, and the client immediately sends a new request, repeating the process. This technique is useful for real-time updates (e.g., chat applications).

Example:

javascript

Copy

```
function longPoll() {
    fetch('/server-endpoint')
        .then(response => response.json())
        .then(data => {
            console.log(data);
            longPoll(); // Make another request once data is received
        });
}
longPoll();
```

---

39. State the difference between GraphQL and REST.

- **GraphQL**:
    - Single endpoint for all queries.
    - Clients specify exactly which fields to return, reducing over-fetching.
    - Allows for nested and complex queries.
- **REST**:
    - Multiple endpoints for different resources.
    - Fixed data structure per endpoint.
    - May lead to over-fetching or under-fetching data.

---

40. What is a session in web apps, and how do we handle it in Java?

A **session** in web development is a way to store information (such as user data) across multiple requests from the same user. It persists until the session expires or the user logs out.

In Java, you can handle sessions using the **HttpSession** interface. Example:

```
HttpSession session = request.getSession();
session.setAttribute("username", "JohnDoe");
String username = (String) session.getAttribute("username");
```

---

41. What's the difference between GET and POST in HTTP?

- **GET**:
  - Retrieves data from the server.
  - Parameters are sent in the URL.
  - Not suitable for sensitive data.
- **POST**:
  - Sends data to the server for processing (e.g., form submissions).
  - Parameters are sent in the body.
  - More secure for sensitive data.

---

42. How do you handle session management in web applications (e.g., Java)?

In Java web applications, session management is typically handled using the **HttpSession** object:

1. Store session data using setAttribute().
2. Retrieve data with getAttribute().
3. **Session Timeout**: Configure session timeout using the web.xml file or programmatically.
4. **Session Invalidations**: Manually invalidate the session with session.invalidate() when a user logs out.

---

43. How do you keep a website secure from attacks?

To secure a website:

- **Use HTTPS**: Ensure data is encrypted.
- **Implement input validation**: Prevent SQL injection and XSS.
- **Use security headers**: E.g., Content-Security-Policy, X-Content-Type-Options.
- **Sanitize user input**: Use libraries or frameworks to prevent malicious inputs.
- **Regular updates**: Keep software up-to-date with security patches.
- **Authentication**: Use strong password policies and multi-factor authentication.
- **Authorization**: Apply least privilege principle and role-based access control.

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6. Deployment & CI/CD

44. State the difference between GraphQL and REST.
Already answered above in Q39.

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45. State the difference between blue/green deployment and rolling deployment.

- **Blue/Green Deployment**: Two identical environments are maintained: one (Blue) is live, and the other (Green) is updated. After testing the Green environment, traffic is switched from Blue to Green.
- **Rolling Deployment**: The application is updated gradually, with new versions replacing the old one incrementally across the servers, ensuring no downtime.

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46. How do you keep your website/app scalable and performant?

To ensure scalability and performance:

1. **Use CDN** to serve static assets.
2. **Database optimization**: Use indexing, proper query design, and caching.
3. **Load balancing**: Distribute traffic evenly among servers.
4. **Auto-scaling**: Automatically scale the infrastructure based on load.
5. **Minimize HTTP requests**: Compress, combine, and optimize assets.
6. **Asynchronous loading**: Load resources like images and JavaScript asynchronously.

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7. Other Key Topics

47. What is 'use strict' in JavaScript? Advantages and drawbacks.

'use strict' is a directive in JavaScript that enables a stricter parsing and error handling mode:

- **Advantages**:
    - Prevents the usage of undeclared variables.
    - Makes it easier to write secure JavaScript code.
    - Eliminates some silent errors in code.
- **Drawbacks**:
    - May break existing code if it relies on non-strict behaviors (e.g., assigning values to undeclared variables).

48. What's the difference between forward and sendRedirect in Java web development?

- **RequestDispatcher.forward()**:
    - The request is forwarded to another resource (e.g., JSP or servlet).
    - The URL in the browser doesn't change.
    - The server internally processes the request.
- **HttpServletResponse.sendRedirect()**:
    - Sends a response to the client to make a new request to a different URL.
    - The URL in the browser changes.
    - A round-trip between client and server is required.

49. What is Temporal Dead Zone in ES6?

The **Temporal Dead Zone (TDZ)** is a period between the entering of the scope and the initialization of a variable in JavaScript. During this time, the variable is in an uninitialized state, and any access to it results in a ReferenceError.

Example:

```
console.log(x); // ReferenceError

let x = 10;
```

50. What's the difference between MEAN Stack and MERN Stack?

- **MEAN Stack**:
    - **MongoDB** (Database)
    - **Express.js** (Backend framework)
    - **Angular** (Frontend framework)
    - **Node.js** (Runtime environment)
- **MERN Stack**:
    - **MongoDB** (Database)
    - **Express.js** (Backend framework)
    - **React** (Frontend library)
    - **Node.js** (Runtime environment)

The main difference is that MEAN uses **Angular** for the frontend, while MERN uses **React**.

51. What's the difference between normalization and denormalization?

- **Normalization**: Organizing the database to reduce redundancy, typically by breaking data into multiple related tables.
- **Denormalization**: Combining data into fewer tables for performance optimization, often at the cost of data redundancy.

8. Additional Concepts & Terminology

52. What is a callback function in programming?

A **callback function** is a function that is passed as an argument to another function and is executed after the completion of that function's execution. It's used to handle asynchronous operations.

Example:

javascript

Copy

```
function fetchData(callback) {
  // Simulate async data fetch
  setTimeout(() => {
    callback("Data fetched");
  }, 1000);
}
fetchData((message) => {
  console.log(message); // "Data fetched"
});
```

53. What's the purpose of "use strict" in JavaScript?

Already answered above in Q47.

54. What's the difference between a static and non-static class in Java?

- **Static Class**: A class where all methods and variables are static. It cannot be instantiated, and its members are shared across all instances.
- **Non-static Class**: A class that can be instantiated. Each instance has its own set of instance variables and methods.

9. Security & Best Practices

55. How do you keep a Java website safe from bad guys?

- Use **HTTPS** to encrypt data.
- Implement **input validation** to prevent SQL injection and XSS attacks.
- Use **prepared statements** for database queries.
- Implement **session management** with strong password policies.
- Use **CAPTCHA** for sensitive forms.
- Apply **security headers** (e.g., Content-Security-Policy, X-Content-Type-Options).

56. What are some security best practices for web applications?

- **Use HTTPS** for encrypted communication.
- **Sanitize and validate user input** to prevent injection attacks (SQL, XSS).
- Implement **strong authentication** (e.g., multi-factor authentication).
- Regularly **update software** to patch vulnerabilities.
- Use **access control** and the principle of least privilege.
- **Monitor and log** suspicious activity.
- Employ **rate-limiting** to prevent brute-force attacks.

57. What is Cross-Site Scripting (XSS) and how do you prevent it?

XSS is an attack where malicious scripts are injected into trusted websites. It targets users who view the content, and the attacker can execute scripts in the victim's browser.

Prevention:

- Use **input sanitization**: Filter out dangerous characters (<, >, etc.).
- Employ **output encoding**: Encode dynamic data (e.g., escape HTML characters).
- Implement **Content-Security-Policy (CSP)** headers.
- Use libraries like **DOMPurify** to sanitize user input.

58. What is Cross-Site Request Forgery (CSRF), and how do you prevent it?

CSRF is an attack where the attacker tricks a user into performing an unwanted action on a website where they are authenticated.

Prevention:

- Use **anti-CSRF tokens** in forms and validate them on the server-side.
- Require **same-origin policy** checks for sensitive requests.
- Implement **HTTP-only** and **SameSite cookies** for session management.

10. Functional Programming

59. What do you mean by referential transparency in functional programming?
Already answered above in Q36.

60. What are first-class functions in functional programming?

In functional programming, **first-class functions** mean that functions can be treated as values. They can be passed as arguments, returned from other functions, and assigned to variables.

Example:

javascript

Copy

```
const add = (a, b) => a + b;

const multiply = (a, b) => a * b;


const applyFunction = (func, a, b) => func(a, b);


console.log(applyFunction(add, 3, 4)); // 7

console.log(applyFunction(multiply, 3, 4)); // 12
```