Career Services Assignment 3 – Java Flash Cards

**Points possible:** 50

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| Category | Criteria | % of Grade |
| Completeness | All requirements of the assignment are complete. | 100 |

**Instructions:** Research common JavaScript interview questions online and create 20 flash cards from the information you find. Study your flash cards regularly to better prepare for interviews. Fill out the table below with the information you put on each of your flash cards.

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| **Front of Card** | **Back of Card** |
| What is a Promise | Code that watches a set of instructions and resolves when one, a specific one, all, or any set of those instructions completes. This allows the browser to continue while the instructions complete. |
| What is a Class? | A javascript object that can use existing prototypes to define a set of properties an/or key:value pairs the makes up an object. |
| OOP Encapsulation? | Encapsulation is used to relate this process; the object properties and data are contained in an object given a name that intimates at the nature of the object. |
| OOP Abstraction | Encapsulation leads to Abstraction in that the containing object glosses over what is contained, knowing that whatever is contained makes up or classifies the object. |
| OOP Inheritance? | Objects and properties and data may pertain to other similar objects and can be applied to those other objects without having to duplicate that data or property. |
| OOP Polymorphism | Polymorphism allows the property and data contained in an object to be applied to other entities knowing those other entities are similar and do similar things. |
| How are Exceptions Handled? | Exceptions can be handled with within code so that caught known exceptions can be handled intelligently and inline without causing browsers to display an error to the end user |
| What are Template Literals? | Template literals contain text and code placeholders that allow easier concatenation and readable text output. |
| What is an anonymous function? | An anonymous function is a function that is created without a name and usually associated with arrow or immediate functions |
| What are Arrow Functions? | Arrow function can be used to compact some standard function definitions by removing some the need for some parenthesis as well as some text symbols associated with function like actual function names |
| What are Callbacks? | Functions that are called by other functions and given the calling function’s arguments |
| Describe Lexical Scoping | Javascript maintains scoping lexically. That is, variables only exist within the expression in which they are built. |
| How to immediately invoke a function? | Functions can be immediately invoked by enclosing them in parenthesis and then adding an additional set of parenthesis to the very ending of that function |
| Define a function | A set of code put together to complete a set of instructions. |
| How are methods used? | Methods are defined in functions and can be codes to cause any instruction required. Functions with methods apply the method calls to the end of the function call with interspersed periods. |
| What is a closure? | Functions provide “closure” or scoped encapsulation for variables declared within them. This can provide for secure isolation of data |
| Conditionals | Standard programming nomenclature providing comparison between objects with determinate TRUE or FALSE outcomes based on requirements |
| Equality | Equality can be evaluated in a strict and not so strict sense |
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