Written test - Blibli - Blue UX Engineer Internship

1. What is a JavaScript Framework and explain about Vue.js!
   A framework provides a template that handles common programming patterns so that programmers don't need to write code from scratch when they're building a new app. JavaScript framework is a framework for JavaScript code to render dynamic and interactive/reactive websites. With a JavaScript framework we can reduce the amount of JavaScript codes that we should write to achieve the same result.
   Vue.js on the other hand, is one of the JavaScript frameworks to create front end UIs. Vue.js provides a way to build component UIs with the encapsulation of data or state and connect it to the HTML template so that the HTML template is reactive and synchronized with the data. Which means when the value of a data changes, Vue.js will re-render the HTML template so it matches with the current data. This goal can be achieved by using what is called Virtual DOM, a JavaScript representation of Document Object Model.

2. What is the use of ellipsis?
   Ellipsis in terms of user interfaces, is a way or cue to tell the user that there is more content or functionality that they can see or interact with beyond what is currently visible. Ellipsis is a common and handy way when we need to provide more content but with limited space. The use of an ellipsis for example is as the button for a menu or indicates a text isn't fully shown when the actual text is truncated.

3. Explain animation properties below:
   a. @keyframe: Is used to define stages of animation behavior. It specifies styles that should be applied at various points in the animation timeline. The animation itself is based on what is defined with the animation-name property.
   b. animation-name: Is used to specify what animation should be executed within an element. It binds an element with an animation that'll perform when combined with @keyframe.
   c. animation-duration: Simply used to define duration or length of time it takes in one cycle of an animation.
   d. animation-iteration: Is used to define the number of animation cycles that should be played before stopping. The default value is 1.
   e. animation-direction: Is used to define the direction of an animation. For example normal (default), reverse, alternate (normal then reverse), and alternate-reverse.

4. Please explain how lazy load works in JavaScript!
   Lazy load works by defining what behavior would trigger the load of something (e.g. images, scripts. etc.). This behavior could be when a user scrolls to an element, focuses on an input field, or clicks a button. This can be achieved by using an event listener that executes a function like adding a new element to the DOM, requesting images or scripts.

5. Mention at least 5 git commands and describe each function of them!
   a. git add <files>: Add changes of <files> to the staging area preparing for commit. Use `git add . ` to add changes of all files.

b. git commit -m "commit message": Create a commit that records changes of files in the staging area. Use flag `--amend` to add changes in the staging area to the previous commit, or if we want to edit the last commit message.

c. git push <remote> <branch>: Push (upload) commits from local repository to <remote> repository with specified <branch>.

d. git pull <remote> <branch>: Pull (download) commits from <remote> with specified <branch> that aren't in local repository and merge them with local commits.

e. git checkout <branch>: Change current branch to another <branch>. Use flag `-b` to create a new branch. And we can use the commit id as <branch> to go to a specific commit.

f. git reset HEAD~: Un-commit and unstage the last commit.

g. git status: Display files of changes including in the staging area.