

## Web Interview Questions

# Interview Questions to Ask Web Designers: The “Secret” List

from <http://www.usertesting.com/blog/2014/07/17/interview-questions-to-ask-web-designers-the-secret-list/>

- Describe your creative process.
- What industry sites and blogs do you read regularly?
- How comfortable are you with writing HTML entirely by hand?
- What applications do you use daily?
- What are a few of your favorite development tools and why?
- What are a few sites you admire and why?
- Tell me about your favorite project.
- What are a few personal web projects you’ve got going on?
- Who are some of your design heroes?
- Give me an example of a project where you disagreed with the client’s direction and tell me how you handled it.
- Give an example of a situation where someone challenged your design. How did you handle it?
- Tell me about a time when you have disagreed with a design decision, what did you do?
- What are some questions you ask when starting a new project?

- How would you handle a project that looks like it will go over budget?
- Tell me about some experiences you've had working with developers in the past.
- How do you stay on top of current design trends?
- How do you ensure that the development team understands the design (and delivers your vision)?
  - **Note to the interviewer:** Watch out for 'throw-it-over-the-wall' attitude
- Did you ever have a situation when something you designed was not delivered as intended? Do you know why it happened? How did you react? What did you learn? What do you do to avoid such situations?
- Have you had a chance to look through the site? How would you describe our brand?
- We're interested in helping people grow in their careers. Where do you see yourself in 5-10 years?
- What things do you NOT like to do?
- If you had a magic wand and could create the perfect job, what would it be?
- What makes a great work environment for you?
- Why are you looking to move on from your current role?
- What do you expect from a supervisor?
- What problems have you encountered at work?
- Why do you want to work at our company?

- Do you have any questions about the position or about our company that I can answer?

## Interviewing Web Developers - 20 Good Questions to Ask

from <http://moz.com/blog/interviewing-web-developers-20-good-questions-to-ask>

### 1. What industry sites and blogs do you read regularly?

This question can give you an idea of how in-tune they are with the latest industry trends and technologies, as well as how passionate they are about webdev. It'll help separate the people who do it as a career AS WELL as a hobby from those who might simply be in it for the big developer paychecks.

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### 2. Do you prefer to work alone or on a team?

This is an important question to ask depending on the work environment. If your project is going to require close interaction with other developers it's very handy to have someone who has had that kind of experience. On the other hand, many developers thrive while going solo. Try to find a developer that fits your needs.

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### 3. How comfortable are you with writing HTML entirely by hand? (+exercise)

Although their resume may state that they're an HTML expert, often times many developers can't actually write an HTML document from top to bottom. They rely on an external publisher or have to constantly flip back to a reference manual. Any developer worth a damn should at least be able to write a simple HTML document without relying on external resources. A possible exercise is to draw up a fake website and ask them to write the HTML for it. Keep it simple and just make sure they have the basics down - watch for mistakes like forgetting the `<head>` `</head>` tags or serious misuse of certain elements. If they write something like: `<image src="/some/image.gif">`, it might be a good hint to wrap things up and call the next interviewee.

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### 4. What is the w3c?

Standards compliance in web development is where everything is (hopefully?) going. Don't ask them to recite the w3c's mission statement or anything, but they should at least have a general idea of who they are.

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### 5. Can you write table-less XHTML? Do you validate your code?

Weed out the old-school table-driven design junkies! Find a developer who uses HTML elements for what they were actually intended. Also, many developers will say they can go

table-less, but when actually building sites they still use tables out of habit and/or convenience. Possibly draw up a quick navigation menu or article and have them write the markup for it. To be tricky, you could draw up tabular data - give them bonus points if they point out that a table should be used in that scenario :)

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6. **What are a few of your favorite development tools and why?**

If they say notepad you've obviously got the wrong person for the job. Not only can this help you gauge their level of competence, but it'll also see if they match the tools everyone else uses in-house.

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7. **Describe/demonstrate your level of competence in a \*nix shell environment**

See how well they work without their precious GUI. Ask some basic questions like how they would recursively copy a directory from one place to another, or how you'd make a file only readable by the owner. Find out what OSs they have experience with.

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8. **What skills and technologies are you the most interested in improving upon or learning?**

Find out if their future interests match the direction of the position (or the company in general).

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9. **Show me your portfolio!**

A portfolio can say a lot about a developer. Do they have an eye for aesthetics? Are they more creatively or logically oriented? **The most important thing is to look for is solid, extensive, COMPLETED projects.** A half dozen mockups and/or hacked-out scripts is a sign of inexperience or incompetence.

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10. **What sized websites have you worked on in the past?**

Find a developer that has experience similar in size to the project you're putting together. Developers with high traffic, large scale site expertise may offer skills that smaller-sized developers don't, such as fine tuning apache or optimizing heavily hit SQL queries. On the other hand, developers who typically build smaller sites may have an eye for things that large scale developers don't, such as offering a greater level of visual creativity.

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11. **Show me your code!**

Whether it's plain old HTML or freakishly advanced ruby on rails, ask for code samples. Source code can say more about a persons work habits than you think. Clean, elegant code can often be indicative of a methodical, capable developer. A resume may say 7+ years of perl experience, but that could mean 7 years of bad, unreadable perl. Also, make sure you ask for a lot of source code, not just a few isolated functions or pieces of HTML.

Anyone can clean up 20-30 lines of code for an interview, you want to see the whole shebang. Don't ask for a full, functional app, but make sure it's enough that you can tell it's really what their code is like.

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**12. What are a few sites you admire and why? (from a webdev perspective)**

Find out what inspires them. While it doesn't necessarily "take one to know one," a great developer should always have a few impressive favorites.

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**13. Fix this code, please.**

Give them some broken code written in the development language they are expected to know for the position. Have them go through it line by line and point out all the mistakes.

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**14. I just pulled up the website you built and the browser is displaying a blank page. Walk me through the steps you'd take to troubleshoot the problem.**

This is a great question to determine how well rounded their abilities are. It tests everything from basic support skills all the way up to troubleshooting the webserver itself.

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**15. What's your favorite development language and why? What other features (if any) do you wish you could add to this language?**

Asking about feature additions is a particularly valuable question - it can reveal if they're skilled in programming in general or if their skillset is pigeonholed into their language of choice.

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**16. Do you find any particular languages or technologies intimidating?**

I've often felt that the more I learn, the less I feel like I know. Solving one mystery opens up ten others. Having the interviewee tell you their faults can reveal a lot about what they know.

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**17. Acronym time (oh boy!)**

Some might argue that knowing what acronyms actually stand for is trivial, but there are certain acronyms that a developer should have hard-wired into their head ( HTML or CSS, for example). This is the kind of question that might be better reserved for the phone interview to weed out those who are very unqualified.

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**18. What web browser do you use?**

There is a right answer to this question: **all of them**. A competent developer should be familiar with testing cross-browser compatibility by using all the major web browsers. Obviously they'll have a primary browser they use for surfing, but their answer to this question might be a good way for you to segue to asking how extensively they test cross-browser issues. Also, if it's some kind of css/html position seeing what toolbars they

have installed can be a good metric of their skillset (I personally find the [web developer toolbar for firefox](#) to be invaluable)

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19. **Rank your interest in these development tasks from 1 to 5 (1 being not interested at all, 5 being extremely interested)** Write up a list of tasks the job requires. Having them rank these items according to their interest level can help you find who is the best suited for the position. I know debugging uncommented perl code from 1997 sounds seriously awesome to me.
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20. **What are a few personal web projects you've got going on?**

Almost all developers have personal web projects they like to plug away at in their spare time. This is another question that can help differentiate the passionate developers from the clock-punchers. It's also a good question to end an interview with, as it's usually easy (and fun) for them to answer.

## 35 Helpful HTML & HTML5 Interview Questions & Answers

from <http://www.skilledup.com/articles/html-html5-interview-questions-answers/>

1. Have you learned something new or interesting lately?

- Make sure you know all the relevant news and blogs. You should be reading them regardless, but doing so on a daily basis during your job search is important. Be ready to talk casually and fluently about the latest web trends.

2. Why did you get into coding, programming, etc.?

- *"Because I can make good \$," "I don't like to dress up or shave," and "because I loved the movie Hackers,"* are not good enough answers. Well... a comment about Hackers might fly but make sure you have a real backstory that describes your *"Aha!"* moment.

3. What is your preferred development environment?

- This is your chance to talk shop and demonstrate some industry knowledge. Be prepared to talk about your favorite editor, browser, plug-ins, operating system, and other tools. Freshen up on your lingo.

4. What is the coolest thing you ever coded? Do you have any personal projects you are working on?

- These two questions are interchangeable. Any developer worth his weight had to practice somewhere or on something before they landed their first gig. If not, how did you get this interview anyway?! Review your past experiences, and even if they were boring to you, figure out a new frame of reference that demonstrates passion and a zest for learning.

## General Website Optimization Questions

### 5. How do you optimize a website's assets?

- There are a [number of answers](#) to this question: File concatenation, file compression, CDN Hosting, offloading assets, re-organizing and refining code, etc. Have a few ready.

### 6. What are three ways to reduce page load time?

- Again there are [many answers here](#): Reduce image sizes, remove unnecessary widgets, HTTP compression, put CSS at the top and script references at the bottom or in external files, reduce lookups, minimize redirects, caching, etc.

### 7. What kind of things must you be wary of when design or developing for multilingual sites?

- Another problem with [many solutions](#): setting the default language, using Unicode encoding, using the 'lang' attribute, being aware of standard font sizes and text direction, and language word length (may affect layout).

## Beginner HTML Questions

### 8. What is HTML?

- HTML stands for **H**yper**T**ext **M**arkup **L**anguage. It is the dominant markup language for creating websites and anything that can be viewed in a web browser. If you want to get some extra bonus points, you can learn the [history of HTML](#) and throw in some obscure facts.

### 9. What is the difference between HTML elements and tags?

- [HTML elements](#) communicate to the browser how to render text. When surrounded by angular brackets `<>` they form HTML tags. For the most part, tags come in pairs and surround text.

### 10. What is "Semantic HTML?"

- Semantic HTML is a coding style where the tags embody what the text is meant to convey. In Semantic HTML, tags like `<b></b>` for bold, and `<i></i>` for italic should

not be used, reason being they just represent formatting, and provide no indication of meaning or structure. The [semantically correct thing](#) to do is use `<strong></strong>` and `<em></em>`. These tags will have the same bold and italic effects, while demonstrating meaning and structure (emphasis in this case).

## 11. What does **DOCTYPE** mean?

- The term **DOCTYPE** tells the browser which type of HTML is used on a webpage. In turn, the browsers use **DOCTYPE** to determine how to render a page. Failing to use **DOCTYPE** or using a wrong **DOCTYPE** may load your page in Quirks Mode. See example:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">.
```

## 12. What's the difference between standards mode and quirks mode?

- [Quirks Mode](#) is a default compatibility mode and may be different from browser to browser, which may result to a lack of consistency in appearance from browser to browser.

## 13. What are the limitations when serving XHTML pages?

- Perhaps the biggest issue is the poor browser support XHTML currently enjoys. Internet Explorer and a number of other user agents cannot parse XHTML as XML. Thus, it is not the extensible language it was promised to be. There are many other issues. [Take your pick](#).

## 14. How many HTML tags are should be used for the most simple of web pages?

- 8 total. 4 pairs of tags.

```
<HTML>
<HEAD>
<TITLE>Simplest page ever!</TITLE>
</HEAD>
<BODY>
Doesn't get simpler than this.
</BODY>
</HTML>
```

## 15. How do you make comments without text being picked up by the browser?

- Comments are used to explain and clarify code or to prevent code from being recognized by the browser. Comments start with "`*<!--`" and end with "`-->`".

```
<!-- Insert comment here. -->
```



16. What is the difference between linking to an image, a website, and an email address?

- To link an image, use `<img>` tags. You need specify the image in quotes using the source attribute, `src` in the opening tag. For hyperlinking, the anchor tag, `<a>`, is used and the link is specified in the `href` attribute. Text to be hyperlinked should be placed between the anchor tags. Little known fact: `href` stands for “[hypertext reference](#).” When linking to an email, the `href` specification will be “`mailto:send@here.com`.” See examples below:

```
</img>
<a href="skilprelaunch2.wpengine.com">Skilledup</a>
<a href="brad@skilledup.com">Email Me</a>
```

17. My hyperlink or image is not displaying correctly, what is wrong with it?

- It could be any number of things, but the most common mistakes are leaving out a tag bracket or quote missing for `href`, `src`, or `alt` text may be the issue. You should also verify the link itself.

18. What is the syntax difference between a bulleted list and numbered list?

- Bulleted lists use the `<ul>` tag, which stands for “unordered,” whereas `<ol>` is used to create an ordered list.

19. What is the difference between `<div>` and `<frame>`?

- A `<div>` is a generic container element for grouping and styling, whereas a `<frame>` creates divisions within a web page and should be used within the `<frameset>` tag. The use of `<frame>` and `<frameset>` are no longer popular and are now being replaced with the more flexible `<iframe>`, which has become popular for embedding foreign elements (ie. Youtube videos) into a page.

## HTML5 Interview Questions

20. What is the difference between the application model of HTML and HTML5?

- Trick question, there is no difference. HTML5 is a continuum of HTML and just a souped up version of the original HTML. There has been no major paradigm shift.

21. Ok, what's the real difference between HTML and HTML5?

- [There are many](#). From a broader perspective, HTML was a simple language for laying out text and images on a webpage, whereas HTML5 can be viewed as an application development platform that does what HTML does that and more, including better support for audio, video, and interactive graphics. It has a number of new elements, supports

offline data storage for applications, and has more robust exchange protocols. Thus, proprietary plug-in technologies like Adobe Flash, Microsoft Silverlight, Apache Pivot, and Sun JavaFX are no longer needed, because browsers can now process these elements without additional requirements.

## 22. What is the new **DOCTYPE**?

- Instead of typing out a ridiculously long **DOCTYPE** statement to tell the browser how to render your webpage, this long line of code has been truncated to **<!doctype html>**.

## 23. What are some new HTML5 markup elements?

- There are [several](#): **<article>**, **<aside>**, **<bdi>**, **<command>**, **<details>**, **<figure>**, **<figcaption>**, **<summary>**, **<header>**, **<footer>**, **<hgroup>**, **<mark>**, **<meter>**, **<nav>**, **<progress>**, **<ruby>**, **<rt>**, **<section>**, **<time>**, and **<wpr>**.

## 24. What elements have disappeared?

- As mentioned above, **<frame>** and **<frameset>** have been eliminated. Other elements that are no longer supported include: **<noframe>**, **<applet>**, **<bigcenter>** and **<basefront>**.

## 25. What are the new media-related elements in HTML5?

- HTML5 has strong support for media. There are now special **<audio>** and **<video>** tags. There are additional A/V support tags as well: **<embed>** is a container for 3rd party applications. **<track>** is for adding text tracks to media. **<source>** is useful for A/V media from multiple sources.

## 26. What are the new image elements in HTML5?

- Canvas and WebGL. **<Canvas>** is a new element that acts as a container for graphical elements like images and graphics. Coupled with JavaScript, it supports 2D graphics. WebGL stands for Web Graphics Language, a free cross-platform API that is used for generating 3D graphics in web browsers.

## 27. What is the difference between SVG and **<Canvas>**?

- **<Canvas>** is an element that manipulates two-dimensional (2D) pixels while [Scalable Vector Graphics](#) works in 2D and three-dimensional (3D) vectors. Essentially, **<Canvas>** is to SVG as Photoshop is to Illustrator.

## 28. What are some new input attributes in HTML5?

- There are many new form elements including: **datalist**, **datetime**, **output**, **keygen**, **date**, **month**, **week**, **time**, **number**, **range**, **email**, and **url**.

### 29. What are **data-** attributes good for?

- The [HTML5 data- attribute](#) is a new addition that assigns custom data to an element. It was built to store sensitive or private data that is exclusive to a page or application, for which there are no other matching attributes or elements.

### 30. What is the difference between HTML5 interaction in Sencha and Twitter/Bootstrap?

- [Sencha](#) and [Twitter/Bootstrap](#) are both HTML development frameworks that integrate HTML5, CSS3, and JavaScript. The major difference is that in Sencha, the three languages are all comingled together in code, whereas in Bootstrap, HTML and CSS are decoupled.

### 31. What purpose do Web Workers serve and what are some of their benefits?

- [Web Workers](#) are background scripts that do not interfere with the user interface or user interactions on a webpage, allowing HTML to render uninterrupted while JavaScript works in the background.

### 32. Describe the difference between cookies, **sessionStorage**, and **localStorage**.

- Cookies are small text files that websites place in a browser for tracking or login purposes. Meanwhile, **localStorage** and **sessionStorage** are new objects, both of which are storage specifications but vary in scope and duration. Of the two, **localStorage** is permanent and website-specific whereas **sessionStorage** only lasts as long as the duration of the longest open tab.

### 33. What are some of the major new API's that come standard with HTML5?

- To name a few: Media API, Text Track API, Application Cache API, User Interaction, Data Transfer API, Command API, Constraint Validation API, and the History API.

### 34. What is the difference in caching between HTML5 and the old HTML?

- An important feature of HTML5 is the Application Cache. It creates an offline version of a web application. and stores website files such as HTML files, CSS, images, and JavaScript, locally. It is a feature that speeds up site performance.

### 35. Did you remember your portfolio?

Whether you learned your web development skills through online self-study or through a traditional classroom, chances are, you're at least half-ready for an interview, especially if you were diligent in your studies. If that's the case, these HTML5 interview questions will serve as a great refresher. If not, then they are a good gauge of your employment

prospects unless you really prepare for the interview. Either way, relax and don't sound like a robot spitting out recorded answers. Over-rehearsing won't land you the job but it may get you an [interview horror story](#). Remember that one of the most important things you can do is to bring a [portfolio of past web work examples](#). Beyond knowing the ins and outs of HTML, it is the one thing that can truly demonstrate the quality of your work, and it can open the door to many web development jobs. Good luck on your interview!