Proposed Questions for Front-End candidate:

**Legend:**already knew - had research

1. HTML:

☐ On an element, when would you use a CLASS? when would you use an ID?  
Class is used to target multiple elements, while id is used for single elements.

☐ Where would you put your SCRIPT tags.  
In the <header> using <script async> and <script defer>

☐ What's the difference between <script> , <script async> and <script defer>  
<script> is the traditional blocking way of loading scripts  
<script async> and > is executed async as soon are the script is loaded without blocking the browser  
<script defer> scripts are executed in order without blocking the browser during loading

☐ Where would you put your LINK (Stylesheet) tags.  
In the header above the script tags.

☐ When would you use Localstorage over Cookies.  
LocalStorage if we want the stored data to be accessed from the page.  
Cookies when we want to get data from the sever.

2. CSS:

☐ When would you use a Class and When would you use an ID for styling.  
Class is used to target multiple elements, while id is used for single elements.

☐ What happens to an element when it's children are floated.  
If floated elements have non-floated parent elements then the parent will collapse.

☐ What are Sprites and how do you implement them?  
A sprite is an image containing multiple other images and are implemented by displaying only a single desired portion usually using background-position.

☐ How would you fix browser-specific styling issues?  
Identify the issue and use a separate style sheet that only loads when that specific browser is being used, or use libraries that automatically handle these issues.

☐ Have you used media queries?  
Yes, on a basic level.

☐ What's the difference between adaptive and responsive design?  
Responsive design changes the layout at any window change.  
Adaptive design changes the layout only at specific points.

☐ Should you use naming conventions for ID and Class names.  
Absolutely.

☐ If so, What is your naming convention of choice for ID and Class names?  
If I would join an existing project, I would follow the already existing convention, otherwise any technique as long as it’s simple, short and specific.

☐ Are you familiar with the BEM convention?   
I didn’t use it before, but since you asked I assumed you may be using it, so I had a nice read about it.

☐ If so, describe it.  
The BEM convention is based on this pattern .block \_ \_ element –modifier  
And and example would be: .btn .btn - - red .btn \_ \_ icon .btn \_ \_ icon -- red

☐ What CSS preprocessors do you know?  
LESS, SASS, STYLUS

☐ If so, have you used any CSS preprocessor?  
I have used all 3 at some point, but the most and recent I used is LESS.

☐ Name as many values as you remember for the "display" property.  
inline, inline-block, block, flex, none, initial, inherit

☐ What's the difference between block-level elements and inline elements.  
display: block is used to order elements vertically, for example a sidebar  
display: inline is used to order elements horizontally, for example a navbar

☐ What does the C in CSS stand for?  
Cascading

☐ How does specificity work in CSS?  
Specificity refers to the priority of the elements

☐ How would you make a retina version of an image?  
I would use something like Photoshop to increase the density of the image.

3. Javascript:

☐ What does the keyword "this" refer to.  
this refers to the context it’s being called from.

☐ What is an IIFE  
Short for Immediately Invoked Function execution is a function that calls itself immediately after being created.

☐ How would you check if a variables value is undefined?  
typeof myVar === ‘undefined’

☐ How do you organize your Javascript code?  
I usually split everything into modules sorted and named in a descriptive way.

☐ How would you implement a Class in Javascript.  
Creating a basic Class using es6 syntax with constructor, and extending it’s use.

☐ What design patterns do you know?  
Observer pattern from Redux, but I may have been using other patterns not knowingly.

☐ When would you use the observer pattern?  
If I would like to take advantage of the publish/subscribe pattern.

☐ What is hoisting?  
Hoisting is a javascript mechanism where variables and function declarations are moved to the top of they scope before code execution.

☐ Explain AJAX.  
With AJAX we can request and send information to the server without reloading the page.

☐ What does "JSON" stand for?  
Javascript Object Notation

☐ What's the difference between "===" and "=="  
=== matches the value and type , == matches the type

☐ What does the "use strict" directive do?  
“use strict” does extra checking and prevents various javascript errors

☐ Why should you avoid declaring variables and functions in the global scope?  
To avoid variable overwriting and unnecessary memory loading.

☐ How would you avoid declaring your variables and functions in the global scope?  
Using es6 arrow functions or declaring variables with const or let instead of var, or using IIFE.

☐ What's the difference between the "document load" and "document ready" events?  
document.ready fires when the HTML has finished loading  
document.load fires when the DOM has finished loading

☐ How do you debug your Javascript code?  
Chrome dev tools, Firefox Firebug, console.log method, using the debugger keyword, using brakepoints.

☐ Why would you use a code linting tool?  
Linters can detect certain bugs and conflicts.

☐ What is jQuery, a framework or a library?  
Library

☐ What Javascript frameworks do you know?  
React, Angular, Vue, Meteor, Ionic, React Native, Backbone, Knockout, Ember, Polimer, Aurelia

☐ Have you used a Javascript framework?  
React, Angular, Meteor, Ionic

☐ If so, why did you choose this framework over others?  
Right now I would choose React mainly because it enforces raw javascript skills over framework specific skills.

4. Workflow:

☐ What is a build tool?  
Build tools can handle various tasks from automating the build process, auto reloading on file change, bundling, minifying

☐ Have you used a front-end build tool?  
Mostly Webpack.

☐ If so, why did you choose this tool over others?  
It is recommended by the community as being the new shiny best tool, it offers good documentation and examples online.

☐ What tasks/plugins would you run on your code/assets before deploying to production?  
Configuring babel, css preprocessing, mifinication, bundling.

☐ From 1 to 10 how experienced are you with Photoshop in terms of website integration processes?  
I haven’t worked with Photoshop in a while. I would say an optimistic 6.

☐ How would you optmize your images?  
Setting the images to the right size and format, compressing

☐ What is your IDE/Text-editor of choice?  
Visual Studio Code

5. Debugging:

☐ Your server is running good but your website is slow, what steps would you take to make it fix this?  
Check Network problems, check web hosting, database issues, enabling caching, minimizing.

☐ Javascript doesn't seem to be running in your website, where should you start?  
Check console for errors, check network, check cdn’s.

☐ What IE8 issues are you familiar with?  
No support for HTML5, ES5, CSS3, no media queries, no keyframes, no WebGL, no support for major JS SPA frameworks

☐ Chrome dev tools OR Firebug?  
Chrome dev tools

6 General:

☐ Which is your go-to website for technical questions?  
Google, StackOverflow, Github

☐ Which is your go-to website for tutorials?  
Udemy, Lynda, Youtube, Egghead, etc

☐ Do you contribute to open-source projects?  
I report bugs to github if I find any, but I didn’t contributed any code yet.

☐ Do you dislike any browser? If so, which version of IE do you dislike the most?  
I don’t have a favorite, just dislike them all, like everyone. You can find some IE jokes on my website 😊 <http://cristian.muscalu.net/programming-jokes/>

Thank you.