**JavaScript Frequently asked interview questions**

1. What are the different data types present in JavaScript?
2. Explain Hoisting in JavaScript.
3. Why do we use the word “debugger” in JavaScript?
4. Difference between “ == “ and “ === “ operators.
5. Difference between var and let keyword in JavaScript.
6. Explain Implicit Type Coercion in JavaScript.
7. Is JavaScript a statically typed or a dynamically typed language?
8. What is NaN property in JavaScript?
9. Explain passed by value and passed by reference.
10. What is an Immediately Invoked Function in JavaScript?
11. What do you mean by strict mode in JavaScript and characteristics of JavaScript strict-mode?
12. Explain Higher Order Functions in JavaScript.
13. Explain “this” keyword.
14. What do you mean by Self Invoking Functions?
15. Explain call(), apply() and, bind() methods.
16. What is the difference between exec () and test () methods in JavaScript?
17. What is currying in JavaScript?
18. What are some advantages of using External JavaScript?
19. Explain Scope and Scope Chain in JavaScript.
20. Explain Closures in JavaScript.
21. Mention some advantages of JavaScript.
22. What are object prototypes?
23. What are callbacks?
24. What are the types of errors in JavaScript?
25. What is memoization?
26. What is recursion in a programming language?
27. What is the use of a constructor function in JavaScript?
28. What is DOM?
29. Which method is used to retrieve a character from a certain index?
30. What do you mean by BOM?
31. What is the distinction between client-side and server-side JavaScript?
32. What are arrow functions?
33. What do mean by prototype design pattern?
34. Differences between declaring variables using var, let and const.
35. What is the rest parameter and spread operator?
36. In JavaScript, how many different methods can you make an object?
37. What is the use of promises in JavaScript?
38. What are classes in JavaScript?
39. What are generator functions?
40. Explain WeakSet in JavaScript.
41. Why do we use callbacks?
42. Explain WeakMap in JavaScript.
43. What is Object Destructuring?
44. Difference between prototypal and classical inheritance
45. What is a Temporal Dead Zone?
46. What do you mean by JavaScript Design Patterns?
47. Is JavaScript a pass-by-reference or pass-by-value language?
48. Difference between Async/Await and Generators usage to achieve the same functionality.
49. What are the primitive data types in JavaScript?
50. What is the role of deferred scripts in JavaScript?
51. What has to be done in order to put Lexical Scoping into practice?
52. What is the purpose of the following JavaScript code?