

AngularJS and Angular MCQ Question and Answers

- Angular Js is based on
 - MVC Architecture
 - Decorator pattern
 - MVVM Architectural pattern**
 - Observer Pattern
- AngularJS expressions are written using
 - (expression)
 - {{expression}}**
 - {{{expression}}}
 - [expression]
- What is correct way to apply multiple filters in AngularJs.
 - {{ expression | filter1 | filter2 | ... }}**
 - {{ expression | {filter1} | {filter2} | ... }}
 - {{ expression - {filter1} - {filter2} - ... }}
 - {{ {filter1} | {filter2} | ...-expression }}
- Which directive initializes an AngularJS application?
 - ng-init
 - ng-app**
 - ngSrc
 - ng-start
- Which of following is not valid AngularJs Filter
 - lowercase
 - orderby
 - email**
 - currency
- What are Angular Controllers are responsible for
 - Controlling the data.**
 - Displaying the data.
- Which Angular directive is used to binds the value of HTML controls (input, select, textarea) to application data?
 - ng-cloak
 - ng-bind
 - ng-model**
 - ng-blur
- Which one of following is correct syntax for creating a module in AngularJs?
 - var myModule= angular.module();
 - var myModule= new Module();
 - angular.module("app", []);**
- How do you share data between controller and view?
 - using Model
 - using services**
 - using factory
 - using \$scope
- What is \$routeProvider?
 - A service**
 - A module
 - A component
- Who is known as father of Angularjs?
 - Brad Green
 - Misko Hevery**
 - Adam Abrons
- Angular 1.x is written in
 - Java
 - Javascript**
 - TypeScript
- Is AngularJs supports two way binding?
 - True**
 - False
- Which Angular Directive is used to disable an Element?
 - ng-disabled**
 - ng-hide
 - ng-false
- Is AngularJs supports internationalization?
 - True**
 - False
- Can we extend AngularJS?
 - True**
 - False
- What is \$routeProvider?
 - A service**
 - A module
 - A component

18. AngularJS directives are used in _____
- Module
 - Controller
 - Service
 - View**
19. AngularJS directives can be written in Templates as
- Tag
 - Attribute
 - Class name
 - All of the above**
20. Which of the following directive allows us to use a form in AngularJs?
- ng-include
 - ng-form**
 - ng-directive
 - ng-bind
21. AngularJS supports kind(s) of data binding.
- one
 - two**
 - three
 - four
22. AngularJS never regenerates the HTML again.
- A) True**
 - B) False
23. AngularJS bindings are , meaning that when the value associated with the binding is changed (in the data model), the HTML element will be updated.
- A) parallel
 - B) one way
 - C) two way
 - D) live**
24. You can use the directive, in order to bind the innerHTML of the element to the specified model property.
- A) ng-bind**
 - B) ng-binding
 - C) ng-binds
 - D) ng-bindings
25. Any change to the and properties affects these bindings and consequently the user interface content.
- A) noOfTries, deviations
 - B) restart, tries
 - C) noOfTries, deviation**
 - D) noOfTry, deviation
26. In two-way binding, changes done to a model are reflected in the view, but the reverse also holds true sometimes.
- A) True
 - B) False**
27. You can create bindings only for the data values that are added to the object by the controller.
- A) \$action
 - B) \$control
 - C) \$scope**
 - D) none of above
28. The ng-bind directive allow you to hide your template markup when the HTML content is shown to the user before it is processed by AngularJS.
- A) does**
 - B) does not
29. The drawback of inline bindings is that AngularJS will not find and process every set of {{ and }} characters in your content.
- A) True
 - B) False**
30. When adding and to a view, we are essentially instructing Angular to create data bindings that keep the model and view in sync.
- A) extrapolations, interpolations
 - B) scopes, directives
 - C) directives, interpolation**
 - D) none of above
31. AngularJS is based on the pattern.
- a. VMC
 - b. MVC**
 - c. MCV
 - d. CVM
32. AngularJS applications are a mix of
- a. HTML and PHP
 - b. HTML and CrossScript
 - c. HTML and AngularScript
 - d. HTML and JavaScript**

33. We need to tell AngularJS what part of our HTML page contains the AngularJS app. You do so by adding the attribute to the root HTML element of the AngularJS app.
- a. ng-app
 - b. ag-app
 - c. js-app
 - d. aj-app
34. There is a controller which takes single parameter. We call it parameter.
- a. \$param
 - b. \$control
 - c. \$scope
 - d. \$scont
35. The directive is one of the most fundamental directives in AngularJS. The directive inserts the result of an expression into the HTML template.
- a. Debug
 - b. Interpolation
 - c. Matching
 - d. Controller
36. First the HTML document is loaded into the browser, and evaluated by the browser. At this time the AngularJS
- a. JavaScript file is loaded,
 - b. the angular global object is created,
 - c. your JavaScript which registers controller functions is executed,
 - d. all of above
37. You cannot use AngularJS directives to tell AngularJS how to mix the data into the HTML template.
- a. True
 - b. False
38. If the data obtained from the model contains HTML elements, these are escaped before being inserted into the HTML template. The escaping means that the HTML is displayed as text, and not as HTML. This is done to prevent
- a. SQL injection attacks
 - b. JS injection attacks
 - c. HTML injection attacks
 - d. Python injection attacks
39. AngularJS can show or hide HTML depending on the state of data in the model. You do so using a set of AngularJS directives such as which are created specifically for that purpose.
- a. ng-shown, ng-hidden
 - b. ng-show, ng-hide
 - c. nt-show, nt-hide
 - d. ng-shows, ng-hides
40. The directive is used if you want to add or remove HTML elements from the DOM based on data in the model.
- a. ng-switch
 - b. ng-model
 - c. ng-Disabled
 - d. ng-Cloak

41. How does Angular 4 improved error handling, when an error is caused by something in a template?
- By enabling TypeScript's StrictNullChecks
 - By creating flattened versions of Angular modules
 - By generating source maps in terms of original template
 - None of the mentioned
42. The decorator allows us to define the pipe name that is globally available for use in any template in the across application.
- pipeName
 - pipeDeco
 - Pipe
 - None
43. Observables help you manage data.
- synchronous
 - asynchronous
 - Both asynchronous & synchronous
 - None of above
44. Where would you put it?
- In the Component
 - In the Template
 - In the Injectable decorator
 - In the module
45. How would you display a list of Employees on a webpage along with where they were in the list?
- Loop through and print the index
 - Loop through and print the employees
 - Loop through and print the index and the employee
 - Pass both the index and the employee to a web service
46. If you chain multiple pipes together, they are executed
- in parallel
 - LIFO order
 - in the order in which you specify them
 - None of above
47. We can subscribe to an observable using the The benefit of this is that Angular deals with your subscription during the lifecycle of a component. Angular will automatically subscribe and unsubscribe for you.
- sync pipe
 - async var
 - async pipe
 - syn var
48. The number pipe is location sensitive, which means that the same format argument will produce differently formatted results based on the
- user's format setting
 - user's currency setting
 - user's locale setting
 - All of above
49. How would you retrieve a list of items from a server's URL?
- Create a URL transaction
 - Use the HTTP get method
 - Create a get SQL statement
 - Use an HTTP package
50. Which of the following is not built-in pipe in Angular?
- DatePipe
 - CurrencyPipe
 - DataPipe
 - PercentPipe

Angular (2)

51. Angular 2 is a cross platform framework.
a. True
b. False
52. Angular 2 is entirely component based.
Controllers and \$scope are no longer used. They have been replaced by and
a. components, controllers
b. \$scopes, components
c. components, directives
d. controllers, directives
53. Angular 2 still does not provide nested components.
a. True
b. False
54. Angular 2 components can be described using ...
... A is a way to do some meta-programming.
a. controllers, controller
b. loaders, loader
c. typescripts, typescript
d. decorators, decorator
55. Angular 2 uses syntax for built-in directives.
a. Pascal case
b. Snake case
c. Camel case
d. Underscore case
56. You can use languages like to write Angular 2 code.
a. ES5
b. ES6
c. TypeScript
d. Dart
57. Angular 2 uses for fast views on mobile.
a. client side rendering
b. server side rendering
58. The directive substitutes the normal href property and makes it easier to work with route links in Angular 2.
a. RouterLink
b. RouterRender
c. RouterLike
d. RouterLayer
59. There are two ways to build forms in Angular 2, namely and
a. interface-driven
b. model-driven
c. template-driven
d. modular-driven
60. Angular 2 is an open source JavaScript framework to build web applications in HTML and JavaScript and has been conceived as a
a. mobile first approach
b. UI first approach
c. web first approach
d. all of above
61. Angular 1 core concept was \$scope, and you will not find \$scope in angular 2.0. Angular 2 is using to detect changes.
a. zone\$.js
b. Scope.js
c. zone.js
d. zones.js
62. Angular 2 integrates easily with NativeScript, allowing you to code your native app in a style that can run on any mobile device platform.
a. declarative
b. imperative
c. interrogative
d. exclamatory
63. Angular 2 make use of the module syntax.
a. ES2016a
b. ES2017
c. ES2016
d. ES2015
64. In Angular 2, applications rely upon the method to load top-level components
a. loadstrap
b. bootstrap
c. bootload
d. none of above
65. In Angular 2.0, the template compilation process is
a. synchronous
b. asynchronous

66. On the opposite side of event bindings (()) lie Angular's square-bracket syntax ([]) which signify a
- property binding
 - class binding
 - style binding
 - both A & B
67. Angular 2.0 contains a logging service called which is very useful feature measuring where time is spent in your application.
- config.js
 - logging.js
 - diary.js
 - none of above
68. The router in Angular 2.0 has been reworked to be simple, yet extensible. It will include the following basic features:
- Simple JSON-based Route Config
 - Optional Convention over Configuration
 - Static, Parameterized and Splat Route Patterns
 - URL Unresolver
 - All of above
69. Angular 2 has a service that allows us to dynamically load a component in a certain position on the page.
- DynamicControlLoader
 - DynamicControllerLoader
 - DynaCompLoader
 - DynamicComponentLoader
70. Angular 2 can detect when component data changes, and then automatically re-render the view to reflect that change.
- True
 - False
71. Event binding can be defined
- by wrapping the event in (parenthesis)
 - by prefixing it with in-
 - by wrapping the event in {curly brackets}
 - by prefixing it with on-
72. EventEmitter class acts both as an observer and observable.
- True
 - False
73. Events in Angular 2 behave like normal DOM events. They can bubble up but cannot propagate down.
- True
 - False
74. EventEmitter class's simple interface, which basically encompass two methods can therefore be used to trigger custom events and listen to events as well, both synchronously or asynchronously.
- exit()
 - superscript()
 - subscribe()
 - emit()
75. Angular framework provides event binding using in-built event as well as custom event. Custom events are the EventEmitter instances. To create a custom event we need to create an instance of EventEmitter annotated by
- @Input()
 - @Get()
 - @Output()
 - @Set()
76. EventEmitter class is used by directives and components to emit custom Events.
- True
 - False
77. @Output() myEvent = new EventEmitter();
- Declares an output property that fires events that you cannot subscribe to with an event binding.
 - Declares an output property that fires events that you can subscribe to with an event binding.
 - Declares an output property that overrides events that you can subscribe to with an event binding.
 - Declares an output property that subscribes events that you can subscribe to with an event binding.
78. need to be passed as a parameter in the event callback from the template to capture the event object.
- \$event.start
 - \$events
 - \$eventobj
 - \$event

79. Calling on the event prevents propagation.
- stopEventPropagation
 - preventEventPropagation
 - stopPropagation
 - preventPropagation
80. Events on child elements are propagated upwards, and hence event binding is also possible on a parent element.
- True
 - False
81. The is a highly configurable and feature packed router. Features included are standard view routing, nested child routes, named routes, and route parameters.
- Distinctive Router
 - Component Router
 - Angular Router
 - Creative Router
82. The directive is used to display views for a given route.
- RouterAngle
 - RouterLink
 - RouterState
 - RouterOutlet
83. RouterModule.forChild creates a module that contains all the directives and the given routes, and the router service.
- True
 - False
84. The directive substitutes the normal href property and makes it easier to work with route links in Angular 2. Moreover if we want to navigate between routes, we use the directive.
- RouterLinks
 - RouterLinking
 - RouterLink
 - RouterLinq
85. Three main components of Routing are
- ...
- RouteObject
 - RouterOutlet
 - RouterState
 - RouterLink
86. It contains the information about a route associated with a component loaded in an outlet. An can also be used to traverse the router state tree.
- ActivatedRoute
 - NavigationRoute
 - NavigateRoute
 - ActiveRoute
87. Route allow us to pass values in our url to our component so we can dynamically change our view content.
- pipes
 - modules
 - variables
 - parameters
88. is nothing but the directive which is provided by the RouterModule. The main role of is that the router will display each and every component immediately below router-outlet.
- router-resolve
 - router-outlet
 - router-intlet
 - router-guard
89. In Angular 2 represents an event triggered when a navigation starts.
- RouteStart
 - RouteInitial
 - NavigationStart
 - NavigateStart
90. There are four different guard types we can use to protect our routes, one of these is
- CanLoad
 - CanStart
 - CanNavigate
 - CanStop