**UI Questions**

**Introduction:**

my name is Bharath, I have nearly 3+ years exp in web 2.0 technologies like HTML5,CSS3,Adavnced JS & i have been worked in js MVC framework like AngularJS

backboneJs,KnockoutJS

Project:

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previously i have been worked in travel management. In this project i used the tech. like html5, ccs3, ajax, jquery and angular and in this project worked in

angular template designing and components like data grids and pop ups and bug fixs.

worked in-- form designing, data grids, filter, form validation

**HTML:**

**--**if i doesn't specify doctype what will happen? it will render as "Quricks mode"

--HTML5 Syntax – <!DOCTYPE html>

--HTML5 new Attribute and Tags?

New tages--<article>,<aside>,<header>,<footer>,<nav>,<section>,<time>,<dialog>

new input types—date,email,month,number,range,search,time,week

--quircks mode-- box model in is not worked, box model-MBP

--What are Semantic Elements?

A semantic element clearly describes its meaning to both the browser and the developer.

Examples of non-semantic elements: <div> and <span> - Tells nothing about its content.

Examples of semantic elements: <form>, <table>, and <article> - Clearly defines its content. **--**media queries- fixed, fluid, responsive

--difference between DIV and Span?

div is block level element .. h1 tyo h6 and p also.

span means inline

--Image overlapping resolution—position:fixed isthe all avthundi

--Drag n drop ---same as upload lo chesinnatu, html lo chestham image ne

--Local storage-http://www.w3schools.com/html/html5\_webstorage.asp

localStorage.setItem("lastname", "Smith");  
// Retrieve  
document.getElementById("result").innerHTML = localStorage.getItem("lastname"); **CSS:**

**--**how many types to use CSS which one is best? – inline, internal, external

--what is class and ID in CSS and explain?

1. classes can be used for multiple inheritance, id's needs to be unique

2. always end up re-using my styles and I mainly use ID's for layout elements (header, footer, etc.).

--what diff between visibility and display give me one example? <http://www.w3schools.com/css/css_display_visibility.asp>

--explain position and z index properties with example? <http://www.w3schools.com/css/css_positioning.asp>

a)absolute--The element is positioned relative to its first positioned (not static) ancestor element

fixed --- The element is positioned relative to the browser window

relative -- The element is positioned relative to its normal position, so "left:20" adds 20 pixels to the element's LEFT position

--what is boxmodel? <http://www.w3schools.com/css/css_boxmodel.asp>

--Explaine float property. – float:left/right/clear

--CSS selectors---http://www.w3schools.com/cssref/css\_selectors.asp

like-   
div, p--Selects all <div> elements and all <p> elements

div p--Selects all <p> elements inside <div> elements

div > p--Selects all <p> elements where the parent is a <div> element

div + p--Selects one <p> elements that are placed immediately after <div> elements

p ~ ul--Selects all <ul> element that are preceded by a <p> element

--pseudo elements in css   
 1.nth child -p:first-child {

background-color: yellow;

}---: only

2.firstletter -p::first-letter {   
    font-size: 200%;  
    color: #8A2BE2;  
 } –:: double   
  
 3.even/odd

--CSS3 properties - 5 cheppali  
border-radius:

background-size/origin/clip

text-shadow/image-shadow: 2px 2px;

transform 2D/3D

Border Images

--media quries why – syntax

--how many designs types ? Fixed fluid responsive

**--**box model not in html4?

--select all the elements of div?

--transform and transition

transition:-- transitions allows you to change property values smoothly (from one value to another), over a given duration.

Transform:-- 2D/3D transform

–viewport ante?--http://www.w3schools.com/css/css\_rwd\_viewport.asp

The viewport is the user's visible area of a web page.0

The viewport varies with the device, and will be smaller on a mobile phone than on a computer screen.

Before tablets and mobile phones, web pages were designed only for computer screens, and it was common for web pages to have a static design and a fixed size.

<meta name="viewport" content="width=device-width, initial-scale=1.0">

**Bootstrap:**

-**-**howmany col in bootstrap?

--

**JAVASCRIPT:**

**--**what is DOM?

a) The DOM is a W3C (World Wide Web Consortium) standard.

The DOM defines a standard for accessing documents:

"The W3C Document Object Model (DOM) is a platform and language-neutral interface that allows programs and scripts to dynamically access and update the content, structure, and style of a document."

--definition of function and object

**--**functions- http://www.tutorialspoint.com/javascript/javascript\_functions.htm

methods and class

Difference between a method and a function : Nothing as such

Function is a set of code to do some task in JavaScript.

Method is also a function which is used as a property in Object.

Ex:

Function: below is the function to add two numbers.

var func = function(a,b){

var sum = a + b;

return sum;

}

Method:

var obj = { name: “Amod”, empId: “A1122”, age: function(presentYear,DOB){ return presentYear - DOB}

**}**

**--**array methoda like---- slice, sign, unsigned..etc

–what are Objects?--http://www.w3schools.com/js/js\_objects.asp

--Is javascript supports class?

–prototype,

every js object has a prototype. Prototype is also an object. All js objects inherit the properties & methods from their prototype.

--types of creation of objects?---http://www.phpied.com/3-ways-to-define-a-javascript-class/

1. Using a function

function Apple () {

//code

}

2.Methods defined internally

function Apple (type) {

this.type = type;

this.color = "red";

this.getInfo = function() {

return this.color + ' ' + this.type + ' apple';

};

}

3.Using object literals

var o = {};

instead of the "normal" way:

var o = new Object();

For arrays you can do:

var a = [];

instead of:

var a = new Array();

--inheritance in javascript?-- http://javascriptissexy.com/oop-in-javascript-what-you-need-to-know/

--call apply bind?--- http://stackoverflow.com/questions/1986896/what-is-the-difference-between-call-and-apply

bind returns a function which will act like the original function but with

this predefined. It is usually used when you want to pass a function to an

event handler or other async callback.

call and apply will call a function immediately letting you specify both the

value of this and any arguments the function will receive.

--closur

--What is call vs apply?

apply :--The apply() method calls a function with a given this value and arguments provided as an array (or an array-like object).

Syntax:

fun.apply(thisArg, [argsArray])

call:-The call() method calls a function with a given this value and arguments provided individually.

Syntax

fun.call(thisArg , [, arg1, arg2,....)

–settimeout vs setinterwell and clearinterwell?

--ISNAN

--data types in JS –https://msdn.microsoft.com/en-us/library/7wkd9z69(v=vs.94).aspx

&<https://developer.mozilla.org/en/docs/Web/JavaScript/Data_structures>

--What is the difference between undefined value and null value?

--how to know type of variable  
 typeof "Hello World"; // string

typeof 123; // number

--typeof(null)==?-------------object

--typeof(undefined)==?-------------undefined

--var x=0;var y; typeof(x)==? typeof(y)==?

--diff b/w == and ===

--diff b/w document.ready and onload

--date picker

--

--constructor pattern and literal pattern

--- discusses literals such as object, array, and regular expression literals and why they are preferable to using equivalent built-in constructor functions, such as Object() and Array(). The JSON format is introduced to demonstrate how array and object literals are used to define a data transfer format.

--self involking function--- ante self ga call chesthundi like--()

* 1st DOM load ---> window load → body loads.

--event bubbling -

The bubbles event property returns a Boolean value that indicates whether or not an event is a bubbling event.

Event bubbling directs an event to its intended target, it works like this:

* A button is clicked and the event is directed to the button
* If an event handler is set for that object, the event is triggered
* If no event handler is set for that object, the event bubbles up (like a bubble in water) to the objects parent

http://www.w3schools.com/jsref/event\_bubbles.asp

**ANGULARJS:**

**–**angular features--- http://www.encodedna.com/angularjs/tutorial/my-favorite-angularjs-features.htm

**--**service vs factory-- http://stackoverflow.com/questions/23074875/angularjs-factory-and-service

**–**inbuilt directives in angular – ng-model/ng-bind/ng-change/ng-app...etc

**--**$digest vs $apply?

--modules--

it divides web app into small, and reusable that function components and integrated with other webpages

--templates-- like old html that contains anglarj specified elements and attributes that is directives, {{}}, filters, form controlss---like as anularjs html page

--ng-validations--

--angularjs boot process

--diff b/w rootscope and scope

--controller

--deeplinking

**--**ng app lifecycle?

--one way & two way binding?

**--**version of ng? new in ng2?

**--**have you ever worked on directives?

--main features of custom directives?

--dependency injection?

--routing in angularJS?-- https://www.amasik.com/demo/angularjs/uiRouter-vs-ngroute/index.html

--promise api?

--rootscope?

--diff b/w settimeout and $timeout?

--diff b/w ng-show and ng-if?

--procedure for custom directive?

--filter in ng?

--$apply and $digest?

--dependency injection in ng?

--sinleton pattern in ng?

--routing and $location?

--scope.watch?

--directives/ custom directives?

--default scope for custom directive?

--isolate scope?

--factory and service?

--sass?

**--**http method that rest support?

--defer lo promise

--diff b/w ng-route vs routeprovider vs stateprovider--

http://www.amasik.com/angularjs-ngroute-vs-ui-router/

--lexical scope-- function lo inko function---like parent and child functions

--ISOLATED SCOPE

**Jquery:**

--Explain .bind() vs .live() vs .delegate() vs .on()

Ans: All these 4 jQuery methods are used for attaching events to selectors or elements. But they all are different from each other.

.bind(): This is the easiest and quick method to bind events. But the issue with bind() is that it doesn't work for elements added dynamically that matches the

same selector. bind() only attach events to the current elements not future element. Above that it also has performance issues when dealing with a large selection.

.live(): This method overcomes the disadvantage of bind(). It works for dynamically added elements or future elements. Because of its poor performance on large pages,

this method is deprecated as of jQuery 1.7 and you should stop using it. Chaining is not properly supported using this method.

.delegate(): The .delegate() method behaves in a similar fashion to the .live() method, but instead of attaching the selector/event information to the document,

you can choose where it is anchored and it also supports chaining.

.on(): Since live was deprecated with 1.7, so new method was introduced named ".on()". This method provides all the goodness of previous 3 methods and it brings uniformity for attaching event handlers.

**Common for all:**

**--**how to check code is working in all browsers?

**--**libraries and frameworks?--library lo use only inbuilt function and in framework we create our own- like angular, kendo.

**–**what is w3c standards?

Ans:standardization of Web technologies

CSS separate folder

JS separate folder

Include chesukovadam

Will should formate the HTML tags and try to remove css code and JS code in Html pages

**--**how you will include CSS/JS files in your page?

style href // script src**-**

**tips:**

**-----**

1. html--- exectues from top to buttom

2. css-- executes from buttom to top

3. comments for html ---<!-- -->

4. css and js ki--- // or /\* \*/

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| --- |
| Interview--01 |
|  |  |
|  | 1.why define doc type |
|  | 2.how to put side by side div without CSS |
|  | 3.document.onload vs document.readystate |
|  | 4.canvas tag |
|  | 5.how to define variable in JS and jQuery, like $scope in angularjs |
|  | 6.how to check variable is assigned a value or not |
|  | 7.null and undefine |
|  | 8.closure |
|  | 9.dl tages in html5 |
|  | 10.why use strict in js pages |