

# Front End Web Developer Job Interview Questions And Answers



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# Front End Web Developer Interview Questions And Answers Guide.

## Question - 1:

What Is The Difference Between Html And Xhtml?

### Ans:

HTML is HyperText Markup Language used to develop the website.

XHTML is modern version of HTML 4. XHTML is an HTML that follows the XML rules which should be well-formed.

[View All Answers](#)

## Question - 2:

Tell us in CoffeeScript how clone-function is useful?

### Ans:

Clone function is useful in creating a complete new object in Coffee Script by

- \* Copying all attributes from the source object to the new object
- \* Repeating the steps of copying attributes from the source object for all sub-objects by calling the clone-function
- \* Creating a new object as the source object

[View All Answers](#)

## Question - 3:

Tell me how To Increase Page Performance?

### Ans:

- \* Sprites, compressed images, smaller images;
- \* include JavaScript at the bottom of the page;
- \* minify or concatenate your CSS and JavaScript; and
- \* caching.

[View All Answers](#)

## Question - 4:

Explain me functional programming in JavaScript?

### Ans:

Functional programming is one of the key paradigms that makes JavaScript stand out from other languages. Look for examples of functional purity, first-class functions, higher-order functions, or using functions as arguments and values. It's also a good sign if they have past experience working with functional languages like Lisp, Haskell, Erlang, or Clojure.

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## Question - 5:

Do you know what is CoffeeScript?

### Ans:

CoffeeScript is a small programming language that compiles into JavaScript. It helps to write JavaScript code better by providing you with a more consistent syntax and avoiding the irregular nature of JavaScript language

The basic rule for Coffee Script:

- \* Whitespace matters: There are no curly braces in CoffeeScript
- \* No parentheses: Functions that take arguments do not require parentheses

[View All Answers](#)

## Question - 6:

Tell us why Do We Need To Use W3c Standard Code?



**Ans:**

The goals of such standards are to ensure cross-platform compatibility and more compact file sizes. The focus of these standards has been to separate "content" from "formatting" by implementing CSS. It eases maintenance and development.

[View All Answers](#)

**Question - 7:**

Tell me what Is A Closure?

**Ans:**

Closures are expressions, usually functions, which can work with variables set within a certain context. Or, to try and make it easier, inner functions referring to local variables of its outer function create closures.

[View All Answers](#)

**Question - 8:**

Tell me a time that you used Prototypal OO in JavaScript?

**Ans:**

Prototypal OO is the other major programming paradigm that really lets JavaScript shine-objects linked to other objects (OLOO). You're looking for knowledge of when and where to use prototypes, liberal use of "Object.assign()" or mixins, and a solid grasp of concepts like delegation and concatenative inheritance.

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**Question - 9:**

Please tell me what is a Thread-Local object in Python Flask?

**Ans:**

Flask uses thread local objects internally so that user don't have to pass objects around from function to function within a request in order to stay threadsafe. This approach is useful, but it requires a valid request context for dependency injection or when attempting to reuse code which uses a value pegged to the request.

[View All Answers](#)

**Question - 10:**

Tell me some Common Ie6 Bugs And How You Dealt With Them?

**Ans:**

Ie6 is not dead, just ask China which represents a nice chunk of the worlds online population. Your pages should at least be functional on IE6, unless you dont care about half the worlds population.

[View All Answers](#)

**Question - 11:**

Explain me what Is Event Delegation?

**Ans:**

Event delegation allows you to avoid adding event listeners for specific nodes. Instead, you can add a single event listener to a parent element.

[View All Answers](#)

**Question - 12:**

Explain me where Do You Place Your Javascript On The Page?

**Ans:**

It may depend on what you are using it for. There is some debate on this but generally a good question to ask to get an understanding of the JS knowledge.

[View All Answers](#)

**Question - 13:**

Tell us what are the basic rules to remember for Coffee Script?

**Ans:**

The basic rule for Coffee Script

\* Whitespace matters: There are no curly braces in CoffeeScript

\* No parentheses: Functions that take arguments do not require parentheses

[View All Answers](#)

**Question - 14:**

Please explain when would you use GET and POST requests?

**Ans:**

There are several technical differences between these two types of requests, regarding length limitation, security, caching and a few others. But if someone asks you WHEN would you use it, I'd say one of the most important points that any front-end developer should take into account is that we should only use GET for idempotent requests, it means requests that don't make significant changes in the backend system or database but if you do need to make inserts, updates or deletes in a database, trigger emails or any other major action, POST is recommended.

[View All Answers](#)

**Question - 15:**



Do you know the Difference Between == And === ?

**Ans:**

The 3 equal signs mean "equality without type coercion". Using the triple equals, the values must be equal in type as well.

- \* == is equal to
- \* === is exactly equal to (value and type)
- \* 0==false // true
- \* 0===false // false, because they are of a different type
- \* 1=="1" // true, auto type coercion
- \* 1==="1" // false, because they are of a different type

[View All Answers](#)

**Question - 16:**

What Is Stringify?

**Ans:**

stringify is used to transform JSON into a string.

[View All Answers](#)

**Question - 17:**

Do you know what Is Web A Application?

**Ans:**

A great question to feel out the depth of the applicants knowledge and experience.

A web application is an application utilizing web and [web] browser technologies to accomplish one or more tasks over a network, typically through a [web] browser.

[View All Answers](#)

**Question - 18:**

Please explain what Event Bubbling Is?

**Ans:**

Event bubbling causes all events in the child nodes to be automatically passed to its parent nodes. The benefit of this method is speed because the code only needs to traverse the DOM tree once.

[View All Answers](#)

**Question - 19:**

Tell us which frameworks are you most familiar with?

**Ans:**

You can tell a lot about a programmer from the frameworks they're familiar with-AngularJS, React, jQuery, Backbone, Aurelia, and Meteor are just some of the more popular ones available. The key here is to make sure the developer you're engaging has experience with the framework you've chosen for your project.

[View All Answers](#)

**Question - 20:**

Explain what are the disadvantages of using JavaScript?

**Ans:**

Experienced coders won't just be able to rave about their favorite language's strengths-they will also be able to talk about its weaknesses. JavaScript's main weakness is security. Look for answers on how it can be exploited. A secondary weakness is JavaScript's ubiquity and versatility-it can be a double-edged sword in that there's a lot of room for programming quirks that can lead to inconsistent performance across different platforms.

[View All Answers](#)

**Question - 21:**

Tell me what are the skills required?

**Ans:**

The skills required for the Front End Developer includes

- \* HTML
- \* CSS
- \* JavaScript
- \* JQuery

Additional Skills

Some additional skills that might be helpful will be

- \* Knowledge of cross browser testing
- \* Knowledge of CMS like WordPress, Joomla or Drupal
- \* Knowledge of PHP and OOP's ( object oriented programming)
- \* Knowledge of SEO, and tools like Flash and Dreamweaver

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**Question - 22:**

Tell me what Is An Anonymous Function?

**Ans:**



Anonymous functions are functions without a name. They are stored in a variable and are automatically invoked (called) using the variable name.

```
var x = function(a, b) {  
  console.log(a * b)  
}  
x(3, 5); // 15
```

[View All Answers](#)

### Question - 23:

Tell me what is a RESTful Web Service?

**Ans:**

REST stands for Representational State Transfer, an architectural style that has largely been adopted as a best practice for building web and mobile applications. RESTful services are designed to be lightweight, easy to maintain, and scalable. They are typically based on the HTTP protocol, make explicit use of HTTP methods (GET, POST, PUT, DELETE), are stateless, use intuitive URIs, and transfer XML/JSON data between the server and the client.

[View All Answers](#)

### Question - 24:

Tell me difference between null and undefined?

**Ans:**

This can be tricky and the best way to keep in your head is to memorise because if you try to relate javascript null to other languages, it will get more confusing. In javascript, null is an object with no value and undefined is a type.

```
typeof null; // "object"  
typeof undefined; // "undefined"  
var a;  
var b = null;  
a == b; // "true" because their values are the same  
a === b; // "false". they have different types
```

[View All Answers](#)

### Question - 25:

Explain me why Do We Recommend External Css Or Javascript Versus Inline?

**Ans:**

Inline CSS or JavaScript has bad impact on site performance.

Your HTML code will weigh more as you use inline scripts, whereas external scripts reduces HTML file size which helps fast rendering of webpage.

HTML code will never be cached so inline scripts. Contrary to that, external dependencies, such as CSS and JavaScript files, will be cached by the visitor's web browser. So it reduces https requests each time user click through web pages.

It is hard to maintain Inline CSS and JavaScript code. Where having code in just one centralized location is a lot more preferable than changing exactly the same kind of code snippets spread all over the files in the web site.

[View All Answers](#)

### Question - 26:

Explain me how To Optimize The Page Using Front End Code Or Technology?

**Ans:**

Below is the list of best practices for front-end technology, which helps to optimize page.

- \* Improve server response by reducing resource usage per page
- \* Combine all external CSS files into one file
- \* Combine all external JS files into one file
- \* Use responsive design instead of making device based redirects
- \* Use asynchronous Javascript and remove block level Javascript
- \* Use Minify version of stylesheet and javascript.
- \* Optimize Image and use correct format of Image. Use the lazy loading design pattern for large size of images.
- \* Use browser side cache with Cache control.
- \* Avoid plugins to drive functionality.
- \* Configure view port and use CSS best practices.
- \* Prioritize visible content.
- \* Load style-sheets in header and script in footer.

[View All Answers](#)

### Question - 27:

Tell me do You Know What Is A Sprite? How Is It Applied Using Css? What Is The Benefit?

**Ans:**

A image sprite is a collection of images put into one single image.

Using css positioning you can show and hide different parts of the sprite depending on what you need.

Sprites reduces the number of http requests thus reducing load time of page and bandwidth

Buy Buttons using Sprite as background:

Both buttons use the same background image. The only difference is in the positioning.

[View All Answers](#)

### Question - 28:

Explain what is the difference between WebGL and three.js?



**Ans:**

WebGL:

- \* WebGL allows you to control the GPU in more direct way
- \* It is more an "immediate mode"
- \* It does not have additional support for text, for shaders built, for picking, etc.

Three.js:

- \* Three.js is built on top of WebGL and allows you to take care of lot of things like what objects to draw each frame
- \* It is more a "retained mode"
- \* It does have an additional support for text, for picking, for object hierarchy, etc.

[View All Answers](#)

**Question - 29:**

Explain me have you already used MVC before? What you like/dislike about it?

**Ans:**

As the UI gets more and more complex we need some good ways to keep it more and more maintainable and reusable, and Some MVC frameworks for javascript have been widely adopted lately and it's a good plus if you have already used before and knows what's the benefits of them. The most famous MVC frameworks are backbone.js and angular.js, it's hard to not hear about them.

There are many advantages in using these frameworks, I can point out some of them:

Organization: Forces your webapp to follow a well structured pattern;

Maintainable: With organization comes an easy to maintain code;

UI Binding: Some frameworks allow you to do that. So everytime your model changes, the view reflects it and vice-versa;

Decoupled client: MVC frameworks like backbone.js incentivise you to use REST API's though their urlRoot attribute in their Models;

Reusable components: Create reusable visual components;

Single-page apps: Build single-page apps with Ajax requests;

Friendly URL's: Native support for client-side url mapping;

[View All Answers](#)

**Question - 30:**

Tell us how experienced are you with MEAN?

**Ans:**

The MEAN (MongoDB, Express, AngularJS, and Node.js) stack is the most popular open-source JavaScript software stack available for building dynamic web apps-the primary advantage being that you can write both the server-side and client-side halves of the web project entirely in JavaScript. Even if you aren't intending to use MEAN for your project, you can still learn a lot about the developer when they recount their experiences using JavaScript for different aspects of web development.

[View All Answers](#)

**Question - 31:**

Tell me who is Front End Developer? What he does?

**Ans:**

In a website, front-end is the part that users accesses while interacting with the website including images, buttons, colours, animations, forms, typography etc.

While the frontend developer is a programmer that codes the front end of a website and ensures that a visibility of site remains same throughout different web browsers.

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**Question - 32:**

Do you know what Is The Difference Between A Prototype And A Class?

**Ans:**

Prototype-based inheritance allows you to create new objects with a single operator; class-based inheritance allows you to create new objects through instantiation. Prototypes are more concrete than classes, as they are examples of objects rather than descriptions of format and instantiation.

Prototypes are important in JavaScript because JavaScript does not have classical inheritance based on classes; all inheritances happen through prototypes. If the JavaScript runtime can't find an object's property, it looks to the object's prototype, and continues up the prototype chain until the property is found.

[View All Answers](#)

**Question - 33:**

Tell me what Is The Difference Between Json And Jsonp?

**Ans:**

JSONP is JSON with padding.

[View All Answers](#)

**Question - 34:**

Tell me what Is A Callback Function?

**Ans:**

JavaScript is read line by line. Sometimes, this can result in what seems like a subsequent line of code being executed prior to an earlier line of code. A callback function is used to prevent this from happening, because it is not called until the previous line of code has fully executed.

[View All Answers](#)

**Question - 35:**



Tell me the differences between one-way data flow and two-way data binding?

**Ans:**

This question may seem self-explanatory, but what you're looking for is a developer who can demonstrate solid understanding of how data flows throughout the application. In two-way data binding, changes to the UI and changes to the model occur asynchronously-a change on one end is reflected on the other. In one-way data binding, data only flows one way, and any changes that the user makes to the view will not be reflected in the model until the two are synced. Angular makes implementing two-way binding a snap, whereas React would be your framework of choice for deterministic one-way data flow.

[View All Answers](#)

**Question - 36:**

Tell us when would you use CSS float?

**Ans:**

Float is used when you want to make an element of your page (usually an image) be pushed to the right or left and make other elements wrap around it.

[View All Answers](#)

**Question - 37:**

Do you know functions in CoffeeScript?

**Ans:**

Functions in CoffeeScript is an (Optional) list of parameters followed by an arrow and then the function body. For example, `log = (message) → console.log message`

[View All Answers](#)

**Question - 38:**

Do you know what Is A Clear?

**Ans:**

A clear is used when you don't want an element to wrap around another element, such as a float.

[View All Answers](#)

**Question - 39:**

Explain me what Is The Difference Between Call And Apply?

**Ans:**

- \* Visibility:Hidden; - It is not visible but takes up it's original space.
- \* Display:None; - It is hidden and takes no space.

[View All Answers](#)

**Question - 40:**

Do you know what Is The Difference Between Responsive And Adaptive Development?

**Ans:**

In a nutshell, responsive is fluid and flexible, whereas adaptive adapts to the detected device/screen size.

[View All Answers](#)

**Question - 41:**

Tell me what "this" Is In JavaScript?

**Ans:**

In JavaScript, 'this' normally refers to the object which 'owns' the method, but it depends on how a function is called.

[View All Answers](#)

**Question - 42:**

Do you know what Is An Ife?

**Ans:**

IIFE stands for immediately-invoked function expression; it executes immediately after created by adding a () after the function.

[View All Answers](#)

**Question - 43:**

Write a function that can determine whether a string is a palindrome in under 100 characters?

**Ans:**

A palindrome is a word, phrase, or sequence of letters that reads the same backwards or forwards. It also makes a great test for checking their ability to handle strings.

```
function isPalindrome(str) {  
    str = str.replace(/s/g, "").toLowerCase();  
    return (str == str.split("").reverse().join(""));  
}
```

[View All Answers](#)



**Question - 44:**

Are You Familiar With Jasmine Or Qunit?

**Ans:**

Jasmine and QUnit are JavaScript testing frameworks. I would familiarize yourself with the basics.

[View All Answers](#)

**Question - 45:**

Tell me how Do Browsers Read Css?

**Ans:**

From right to left.

[View All Answers](#)

**Question - 46:**

Tell me how to clear A Floated Element?

**Ans:**

clear:both

[View All Answers](#)

**Question - 47:**

Tell me what Is Variable Scope?

**Ans:**

JavaScript variables have functional scope.

[View All Answers](#)

**Question - 48:**

Tell me why Table-less Layout Is Very Important?

**Ans:**

There are several reasons why web designers should stop using tables for layouts, and adopt the use of CSS for controlling HTML layouts.

- \* It adheres to current W3C web standards and it improves accessibility of the information to a wider variety of users, using a wide variety of user agents.
- \* There are bandwidth savings as large numbers of semantically meaningless <table>, <tr> and <td> tags are removed from dozens of pages leaving fewer, but more meaningful headings, paragraphs and lists.
- \* Layout instructions are transferred into site-wide CSS stylesheets, which can be downloaded once and cached for reuse while each visitor navigates the site.
- \* If coded well, CSS makes it easy to apply global changes to the layout
- \* Web pages often have less code, and are much thinner when XHTML and CSS are used
- \* Sites may become more maintainable as the whole site can be restyled or re-branded in a single pass merely by altering the mark-up of the specific CSS, affecting every page which relies on that stylesheet.
- \* New HTML content can be added in such a way that consistent layout rules are immediately applied to it by the existing CSS without any further effort.

[View All Answers](#)

**Question - 49:**

Explain me the Purpose Of Each Of The Http Request Types When Used With A Restful Web Service?

**Ans:**

The purpose of each of the HTTP request types when used with a RESTful web service is as follows:

- \* GET: Retrieves data from the server (should only retrieve data and should have no other effect).
- \* POST: Sends data to the server for a new entity. It is often used when uploading a file or submitting a completed web form.
- \* PUT: Similar to POST, but used to replace an existing entity.
- \* PATCH: Similar to PUT, but used to update only certain fields within an existing entity.
- \* DELETE: Removes data from the server.
- \* TRACE: Provides a means to test what a machine along the network path receives when a request is made. As such, it simply returns what was sent.
- \* OPTIONS: Allows a client to request information about the request methods supported by a service. The relevant response header is Allow and it simply lists the supported methods. (It can also be used to request information about the request methods supported for the server where the service resides by using a \* wildcard in the URI.)
- \* HEAD: Same as the GET method for a resource, but returns only the response headers (i.e., with no entity-body).
- \* CONNECT: Primarily used to establish a network connection to a resource (usually via some proxy that can be requested to forward an HTTP request as TCP and maintain the connection). Once established, the response sends a 200 status code and a "Connection Established" message.

[View All Answers](#)

**Question - 50:**

Tell me the Difference Between Inline, Block, Inline-block And Box-sizing?

**Ans:**

- \* inline is the default. An example of an inline element is <span>.
- \* block displays as a block element, such as <div> or <p>.
- \* inline-block displays an element as an inline-level block container. Here's an article on the topic.
- \* box-sizing tells the browser sizing properties.

[View All Answers](#)

**Question - 51:**

Tell me the Difference Between Static, Fixed, Absolute And Relative Positioning?

**Ans:**

- \* static is the default.
- \* fixed is positioned relative to the browser.
- \* absolute is positioned relative to its parent or ancestor element.
- \* relative is positioned relative to normal positioning/the item itself. Used alone it accomplishes nothing.

[View All Answers](#)

**Question - 52:**

Tell me what Is The Difference Between A Host Object And A Native Object?

**Ans:**

Native - existing in JavaScript. Host - existing in the environment.

[View All Answers](#)

**Question - 53:**

Tell us how variables differ in CoffeeScript than JavaScript?

**Ans:**

For variables in JavaScript, you have to add semi-colon at the end of it to execute while in CoffeeScript there is no need to add Semi-colon at the end of the statement. Unlike, JavaScript, CoffeeScript adds up semi-colon with ease.

[View All Answers](#)

**Question - 54:**

Tell me what can you do to improve page performance?

**Ans:**

In a nutshell page performance is widely understood as the page load time from the users' perspective, so below are some steps that might improve a page's performance.

Use sprite images whenever possible, try to group small images commonly used in a single file to be requested just once. See how Google uses sprites in Google Maps to make one request instead of one for each small image. See a sprite from Google Maps

Javascripts should be at the bottom of the page, instead of in the head as we use to see out there;

Ensure parallel requests of your JS and CSS files. In order to force the browser to do that, you can optimize the order you include resources in your page. This item can generate its own blog post or even a book so I prefer to suggest you a really good reading about it.

Compress images whenever possible, it makes a difference;

Browser Caching is also very import to be set for static resources like JS and CSS files, images, PDFs and HTML. Caching is set in the HTTP header by informing browsers the expiry date or maximum age. Then browsers can load the last downloaded resource from the cache instead of request it again.

[View All Answers](#)

**Question - 55:**

Tell me the difference between classical inheritance and prototypal inheritance?

**Ans:**

The great thing about JavaScript is the ability to do away with the rigid rules of classical inheritance and let objects inherit properties from other objects.

\* Classical Inheritance: A constructor function instantiates an instance via the "new" keyword. This new instance inherits properties from a parent class.

\* Prototypal Inheritance: An instance is created by cloning an existing object that serves as a prototype. This instance-often instantiated using a factory function or "Object.create()" -can benefit from selective inheritance from many different objects.

[View All Answers](#)

**Question - 56:**

Tell me are you a team player? Give an example of a time when you had to resolve a conflict with another member on your team?

**Ans:**

There are many jobs associated with putting together an application, and chances are high that your new JavaScript developer will at the very least have to interface with a designer. You're looking for a developer who can communicate effectively when they need to, responds to emails, and knows how to coordinate with other branches of a project.

[View All Answers](#)

**Question - 57:**

When would you use CSS clear?

**Ans:**

When you want an element on the left or right of the floating element not to wrap around it, you can use clear.

[View All Answers](#)

**Question - 58:**

Explain me what are the benefits of Coffee Script over JavaScript?

**Ans:**

\* CoffeeScript allows you to express your program with a lot less code than JavaScript

\* It has a lot of lightweight add-ons like Ruby string Interpolation and Python style list comprehension



\* Makes everyday tasks easier to perform with CoffeeScript rather than JavaScript

[View All Answers](#)

### Question - 59:

What Is The Difference Between Form Get And Form Post?

**Ans:**

Get:

With GET the form data is encoded into a URL by the browser. The form data is visible in the URL allowing it to be bookmarked and stored in web history. The form data is restricted to ASCII codes. Because URL lengths are limited there can be limitations on how much form data can be sent.

Post:

With POST all the name value pairs are submitted in the message body of the HTTP request which has no restrictions on the length of the string. The name value pairs cannot be seen in the web browser bar.

POST and GET correspond to different HTTP requests and they differ in how they are submitted. Since the data is encoded in differently, different decoding may be needed.

[View All Answers](#)

### Question - 60:

Explain me the Difference Between Visibility:hidden; And Display:none;?

**Ans:**

\* Visibility:Hidden; - It is not visible but takes up its original space.

\* Display:None; - It is hidden and takes up absolutely no space as if it was never there.

[View All Answers](#)

### Question - 61:

Tell us have You Ever Used A Css Preprocessor/precompiler? What Are The Benefits?

**Ans:**

CSS preprocessors, such as SASS, have numerous benefits, such as variables and nesting.

[View All Answers](#)

### Question - 62:

Do you know what Is A Float?

**Ans:**

Floats are used to push elements to the left or right, so other elements wrap around it.

[View All Answers](#)

### Question - 63:

Tell me how To Use A Function A Class?

**Ans:**

```
function functionName(name) {  
  this.name = name;  
}  
// Creating an object  
var functionName = new functionName("WTEN");  
console.log(functionName.name); //WTEN
```

[View All Answers](#)

### Question - 64:

What Is The Difference Between Null And Undefined?

**Ans:**

null is an object with no value. undefined is a type.

```
typeof null; // "object"
```

```
typeof undefined; // "undefined"
```

[View All Answers](#)

### Question - 65:

Tell us what are the advantages of using JavaScript?

**Ans:**

You want a developer who really knows how to play to the strengths of your chosen platform. Some key advantages of JavaScript are listed below for your convenience.

\* Lightweight: JavaScript can be executed within the user's browser without having to communicate with the server, saving on bandwidth.

\* Versatile: JavaScript supports multiple programming paradigms-object-oriented, imperative, and functional programming and can be used on both front-end and server-side technologies.

\* Sleek Interactivity: Because tasks can be completed within the browser without communicating with the server, JavaScript can create a smooth "desktop-like" experience for the end user.

\* Rich Interfaces: From drag-and-drop blocks to stylized sliders, there are numerous ways that JavaScript can be used to enhance a website's UI/UX.

\* Prototypal Inheritance: Objects can inherit from other objects, which makes JavaScript so simple, powerful, and great for dynamic applications.



[View All Answers](#)

### Question - 66:

Tell us have you used Sass? What's good about it?

#### Ans:

Every web project starts with everything neat, all CSS is organized in blocks or different CSS files and you know where everything is, right?

Right, until your project gets bigger, deadlines get tight, more developers come on board and someday you notice a strange behaviour in some elements of the page. When you inspect their styles you spot lots of css overrides coming from everywhere. This is the moment you realise how messy CSS can be.

Sass is the modern way of doing CSS and can save many lines of code in your stylesheets. This is possible because Sass works with variables, nested syntax and mathematical operations.

In my opinion one of the nicest features of sass is the possibility to write a selector just once and put all styles for that inside it. Do you need a more specific selector under an existing one? Just nest the specifics into the generic one.

[View All Answers](#)

### Question - 67:

Do you know what is Three.js & its important features?

#### Ans:

Three.js is an open source JavaScript 3D library that enables you to make and display animated, interactive 3D computer graphics on any compatible web browser without having a dependency on proprietary plug-ins.

Key features of Three.js include

- \* Renderers
- \* Scenes
- \* Cameras
- \* Lights
- \* Animations
- \* Materials
- \* Shaders
- \* Objects
- \* Geometry
- \* Loaders
- \* Export/Import
- \* Debugging
- \* Support

[View All Answers](#)

### Question - 68:

Explain me what is the importance of the HTML DOCTYPE?

#### Ans:

DOCTYPE is an instruction to the web browser about what version of the markup language the page is written. Its written before the HTML Tag. Doctype declaration refers to a Document Type Definition (DTD).

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### Question - 69:

Tell me what Is A Javascript Object?

#### Ans:

A collection of data containing both properties and methods. Each element in a document is an object. Using the DOM you can get at each of these elements/objects and do some cool sh\*t.

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### Question - 70:

Please explain what Are The Difference Between Get And Post?

#### Ans:

A GET request is typically used for things like AJAX calls to an API (insignificant changes), whereas a POST request is typically used to store data in a database or submit data via a form (significant changes). GET requests are less secure and can be seen by the user in the URL, whereas POST requests are processed in two steps and are not seen by the user. Therefore, POST requests are more secure.

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### Question - 71:

Tell me what Is The Importance Of The Html Doctype?

#### Ans:

DOCTYPE is an instruction to the web browser about what version of the markup language the page is written. Its written before the HTML Tag. Doctype declaration refers to a Document Type Definition (DTD).

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### Question - 72:

Do you know what Is Ajax? Write An Ajax Call?

#### Ans:



AJAX stands for asynchronous JavaScript and XML and allows applications to send and retrieve data to/from a server asynchronously (in the background) without refreshing the page. For example, your new Gmail messages appear and are marked as new even if you have not refreshed the page.

[View All Answers](#)

### Question - 73:

Explain me what Is Cors? How Does It Work?

#### Ans:

Cross-origin resource sharing (CORS) is a mechanism that allows many resources (e.g., fonts, JavaScript, etc.) on a web page to be requested from another domain outside the domain from which the resource originated. It's a mechanism supported in HTML5 that manages XMLHttpRequest access to a domain different. CORS adds new HTTP headers that provide access to permitted origin domains. For HTTP methods other than GET (or POST with certain MIME types), the specification mandates that browsers first use an HTTP OPTIONS request header to solicit a list of supported (and available) methods from the server. The actual request can then be submitted. Servers can also notify clients whether "credentials" (including Cookies and HTTP Authentication data) should be sent with requests.

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### Question - 74:

What Is The Lazy Loading?

#### Ans:

Lazy loading is a design pattern commonly used in computer programming to defer initialization of an object until the point at which it is needed. Lazy loading is loading code only once user needs it. For Example, there is a button on the page, which shows different layout once user pressed it. So there is no need to load code for that layout on initial page load.

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### Question - 75:

Tell me what Are This And That Keywords?

#### Ans:

This and that are important to variable scope in JavaScript.

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### Question - 76:

Tell us what Is The Difference Between Call And Apply?

#### Ans:

apply lets you invoke the function with arguments as an array. call requires the parameters to be listed explicitly.

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