Interviewee: [redacted]
MsC Computer Science
Software Engineer at [redacted]
JS experience: 1 year
Other languages: C
Builds new and maintains components.
JS Pros: Easy to learn. Intuitive for those who have a C or Java background. Runs on any browser. From ES6 onwards, JS became interesting to use on the back end as well.
JS Cons: Floating point precision (or lack thereof). Weakly typing. (Interviewee said there is no typing in JS, which is **not** true. To me, this is in stark contradiction with what she, and some other interviewees said, that JS is easy to learn.).
Do you think JS leads to hard-to-understand code? Any language can lead to that.

Any JS construct that can be particularly difficult to understand? Multi-dimensional vectors can be not-trivial to work with in JS. Object destructuring can be confusing.

Atom	**Preferred version**
Arithmetic as Logic	Without atom
Assignment as Value	Without atom
Automatic Semicolon Insertion	Without atom
Comma Operator	Without atom
Ternary operator	Indifferent
Implicit predicate	Without atom
Logic as Control Flow	Without atom
Omitted Curly Braces and Indentation	Without atom
Post Increment	Indifferent
Pre Increment	With atom

Any relevant remarks about JS? Bitwise shift to perform multiplications or divisions by powers of 2.
Variable declarations. (Variables can be declared with var, let or const. ‘const’ should not allow for changes, but when we are dealing with objects, we end up being able to change the object. For instance, we can add new properties to the objects.)