**Javascript Interview Question**

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**Javascript:**

1. how to work javascript in browser ?

Ans:

1. What is Event Loop ?

Ans:queue ds follow

The event loop is a fundamental concept in JavaScript that helps manage asynchronous operations. JavaScript is a single-threaded, non-blocking language, which means it executes one operation at a time and does not wait for an operation to finish before moving on to the next one. The event loop is what enables JavaScript to handle multiple operations concurrently without blocking the execution of the entire program.Javascript work asynch by callbacks,Promises,Async/Await

1. What is callback function ?

Ans:A callback is a function passed as an argument to another function This technique allows a function to call another function A callback function can run after another function has finished(follow w3 school)

function myDisplayer(some) {

document.getElementById("demo").innerHTML = some;

}

function myFirst() {

myDisplayer("Hello");

}

function mySecond() {

myDisplayer("Goodbye");

}

myFirst();

mySecond();

1. Diiferent between callback and promise?

Ans:Callbacks and Promises are both mechanisms used in JavaScript for handling asynchronous operations, but they have key differences

:A callback is a function passed as an argument to another function This technique allows a function to call another function A callback function can run after another function has finished

Promises provide a more structured and readable way to handle asynchronous code. A Promise is an object representing the eventual completion or failure of an asynchronous operation.

1. javascript single thread and multi thread explain ?

Ans: Producing code is code that can take some time "Consuming code" is code that must wait for the result A Promise is a JavaScript object that links producing code and consuming code(w3)

Const myPromise=new Promise(function(myResolve,myReject){

myResolve();

myReject();

});

myPromise.then(

function(value){}

Function(error){}

);

1. Different between const and let ?

const pi = 3.1415; pi = 3.14; // Error! Cannot reassign a const variable.

let count = 5; count = 10; // Valid, can reassign a let variable.

**React:**

1. hook?

Ans:In React, hooks are special JavaScript functions that let you "hook into" React state and lifecycle features from function components. They provide a more intuitive and straightforward way to manage state and side effects in functional components, eliminating the need for class components. Hooks were introduced in React 16.8 and have become an integral part of React development.

1. Context Api
2. What is jsx ?

Ans:JSX stands for JavaScript XML, and it is a syntax extension for JavaScript. JSX allows you to write HTML-like code within JavaScript, making it easier to work with user interfaces in React applications.JSX is an extension to JavaScript that allows you to write HTML-like code within your JavaScript files. This makes it easier to write and maintain React components, as you can keep your markup and logic together in one place. JSX is not actually a part of JavaScript itself, but rather a preprocessor that converts JSX code into plain JavaScript. This means that you can use any JavaScript code inside of your JSX tags, including expressions, variables, and functions.

1. How to react work ?

Ans:

1. What is virtual dom ?

Actual dom

Virtual dom

Virtual dom

Actaual dom

render

1. settimeout vs setinterval ?

Ans:settimout is a call one time and setinterval is a call after inval change

1. Key Differences between Rest Operator and Spread Syntax:

The rest operator and spread syntax are often used interchangeably, but there's a subtle difference between their usage:

Rest Operator: The rest operator is used as a function parameter to collect multiple arguments into an array. We don not how many oparetor need to pass.so we can use rest oparetor

function sum(...numbers) { let total = 0; for (const number of numbers) { total += number; } return total; } console.log(sum(1, 2, 3, 4, 5)); // Output: 15

Spread Syntax: Spread syntax is used within arrays or object literals to expand an iterable object into individual elements.

8.what client side rendering and serverside rendering ?