

1. Write down two window and history method.

Window Object

The window object represents an open window in a browser.

Window Object Methods

- `window.open()` - open a new window
- `window.close()` - close the current window
- `window.moveTo()` -move the current window
- `window.resizeTo()` -resize the current window

History Object

The history object contains the URLs visited by the user (within a browser window).

History Object Methods

[`back\(\)`](#) Loads the previous URL in the history list

[`forward\(\)`](#) Loads the next URL in the history list

[`go\(\)`](#) Loads a specific URL from the history list

2. What is the `indexOf()`?

The `indexOf()` method returns the position of the first occurrence of a specified value in a string.

3. What is object and write 3 built in objects?

An **object** is a collection of properties, [and a property is an association between a name (or key) and a value. A property's value can be a function, in which case the property is known as a method.] [এবং বিশিষ্টতা নাম (অথবা কী) সম্পর্ক ও মান।

সম্পত্তির মূল্য ফাংশন, যার মধ্যে মামলা বৈশিষ্ট্যকে পদ্ধতি হিসেবে পরিচিত হতে পারে।]

The **built-in objects** are Date, Math, String, Array, and **Object**.

4. What is group function? Write down types of group function.

Group functions are built-in SQL functions that operate on groups of rows and return one value for the entire group.

These functions are: COUNT, MAX, MIN, AVG, SUM, DISTINCT. SQL

COUNT (): This function returns the number of rows in the table that satisfies the condition specified in the WHERE condition.

5. What is order by clause?

The SQL ORDER BY clause is used to sort the data in ascending or descending order, based on one or more columns. Some databases sort the query results in an ascending order by default.

6. What are the differences between setInterval() and setTimeout()?

setInterval fires again and again in intervals, while **setTimeout** only fires once.

setTimeout(): It is a function that execute a JavaScript statement AFTER x interval.

setTimeout(function () { something(); }, 1000); // Execute something() 1 second later

7. What is event and eventhandler?

In programming, an **event** is an action that occurs as a result of the user or another source, such as a mouse being clicked, or a key being pressed.

The three main event categories are:

- Keyboard & mouse events;
- Load events;
- Form-related events.

An **event handler** is a routine that is used to deal with the **event**, allowing a programmer to write code that will be executed when the **event** occurs.

`<element event='some JavaScript'>`

event handlers :

onchange, onclick, onmouseover, onmouseout, onkeydown, onload.

8. What are the differences between substring() and substr()?

Javascript has two string methods (substr and substring) they both return a substring from a given string. Their second parameters, while both numbers, are expecting two different things.

When using **substring** the second parameter is the first index not to include:

```
var s = "string";  
s.substring(1, 3); // would return 'tr'
```

```
var s = "another example";  
s.substring(3, 7); // would return 'ther'
```

When using **substr** the second parameter is the number of characters to include in the substring:

```
var s = "string";  
s.substr(1, 3); // would return 'tri'
```

```
var s = "another example";  
s.substr(3, 7); // would return 'ther ex'
```

9. What is function? Write down role of return statement.

Functions are one of the fundamental building blocks in **JavaScript**. A **function** is a **JavaScript** procedure—a set of statements that performs a task or calculates a value. To use a **function**, you must define it somewhere in the scope from which you wish to call it.

Return stops the function and gives back the value—if any—that is right of the return itself.

Another usage is with *if statements* to avoid using an “else if” block:

```
1. function isXgreaterThanSeven() {  
2.   if (x > 7) {  
3.     console.log('x is greater than 7!');  
4.     return  
5.   }  
6.   console.log('x is not greater than 7')  
7. }
```

10. What do you mean by cookie?

The cookie is a small program.[**Cookies** are small files which are stored on a user's computer. They are designed to hold a modest amount of data specific to a particular client and website, and can be accessed either by the web server or the client computer.]

