1. Js basics
2. hoisting,
3. callbacks,
4. promises,
5. object method,
6. currying,
7. closures,
8. prototype,
9. inheritance,
10. Semantic html tags,
11. web workers,
12. CSS box model,
13. animation related questions like transform transition
14. object cloning
15. OOPS concept
16. Agile
17. Fireframing tool
18. Html5 features,
19. Html5 web api
20. Ans: geolocation
21. Drag and drop
22. Contacts api
23. Video
24. Audio
25. Web Storages
26. mailto (how to open default mail app on system)
27. flex
28. dom
29. closures
30. css position
31. selectors
32. web page performance

**ans**: images, css, bundle.js ,cdn

1. why to use bundle.js => when there are

**ans**: multiple js or css files it request the server for every single files. So to reduce the http requests we use single file.

34) Design layout <https://codepen.io/Kaneria/pen/PobgOpm>

1. 0.1+ 0.2 === 0.3 ? true or false
2. window.onload vs document.ready

**ans**:

* 1. document.ready is fired once when all elements on webpage is loaded.
  2. Window.onload fires when all the content on html page is loaded.
  3. So suppose we have img tag on page so document.ready once find the img tag on page it moves forwards and does not wait for the image to get loaded in img tag
  4. But Window.onload waits for the image to get loaded in the image tag.