Js basics

hoisting,

callback,

promises,

object method,

currying,

closures,

prototype,

inheritance,

Semantic html tags,

web workers,

CSS box model,

animation related questions like transform transition

object cloning

OOPS concept

Agile

Fireframing tool

Html5 features,

Html5 web api

Ans: geolocation

Drag and drop

Contacts api

Video

Audio

Storages

mailto (how to open default mail app on system)

flex

dom

closures

css position

selectors

web page performance

ans: images, css, bundle.js ,cdn

why to use bundle.js => when there are multiple js or css files it request the server for every single files. So to reduce the http requests we use single file.

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

0.1+ 0.2 === 0.3 ? true or false

window.onload vs document.ready

ans:

document.ready is fired once when all elements on webpage is loaded.

Window.onload fires when all the content on html page is loaded.

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

But

Window.onload waits for the image to get loaded in the image tag.