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Wk 01 2nd Day

JANUARY • TUESDAY

02

## JS | React Questions

10) Difference between Proto and Prototype.

Prototype is property of function object. It is the prototype of objects constructed by that function.

Proto is an internal property of an object, pointing to its prototype.

Var myPoint = new Point();

myPoint.\_\_proto\_\_ = Point.prototype

3) How can you delete all elements of array at once.

arr.length = 0

arr = [].

splice method by providing index values.

arr.splice(0, arr.length)

6) splice and slice Method.

SPICE → Splitting array.

Removes elements specified from original array.

Slice → No splitting.

Creates new array of specified index without modifying original array.

03

3rd Day Wk 01

WEDNESDAY • JANUARY

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January 2018

February 2018

#### 4). Deep copy and shallow copy.

There are two ways to make a copy of any variable.  
Either we provide a reference or value.

Deep copy basically refers to copy variable is a new variable independent from original whereas shallow copy means some values are still connected with original.

Any changes in copied variable of deep copy will not change original variable but shallow copy variable when changed makes changes in value of original variable.

#### 5) find max of an array.

→ `Math.max(1, 2, 3)`

`arr = [1, 2, 3]`

→ `Math.max(...arr)`

`Math.min(1, 2, 3)`

`arr = [1, 2, 3]`

`Math.min(...arr)`

#### 6) Pending state in Promises.

when neither the promise is resolved nor rejected.

It can happen due to asynchronous function has not been completed.

There are 3 other states:- fulfilled, rejected and settled (when promise is either resolved or rejected)

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January 2018

February 2018

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Wk 01 4th Day

JANUARY - THURSDAY

04

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7) What is hoisting in javascript?

It is the default behaviour of moving declarations at top.

One point to note is declarations are hoisted and not initialization. So,

$x = 7$  }  
console.log(x) } gives 7.  
var x

console.log(x) } gives undefined (not error).  
var x = 7

But it works for var not const, let.

8) What is currying in javascript?

It is a technique of evaluating function with multiple argument into multiple sequence of functions with single argument.

Means a function takes one argument, returns a new function that takes other argument.

function f(a){  
 return (b) => {  
 return c => {  
 return a+b+c  
 }  
 }  
}

2018

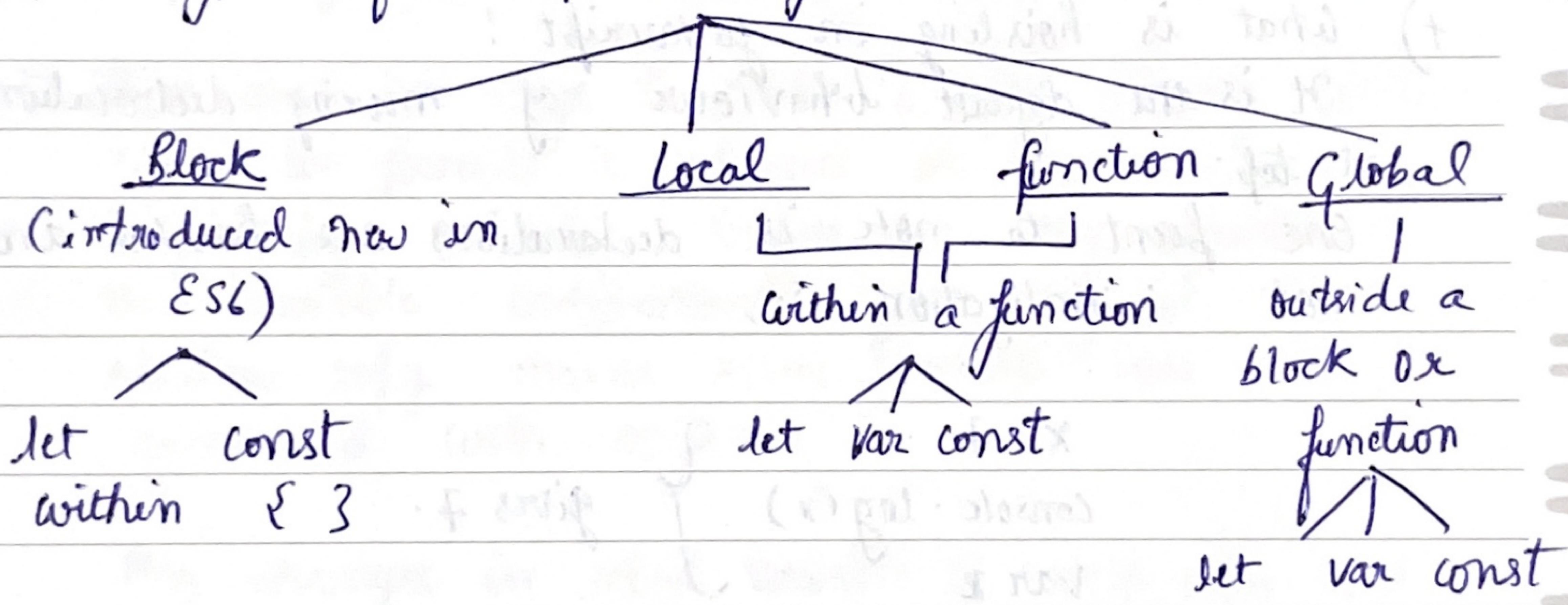
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January 2018

February 2018

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## 9) Types of scope in javascript-



## 10) Call, apply and bind method.

Call() method invokes a method by specifying a owner object:

```
function Hello {}
```

```
var obj = { name: "A" }
```

```
Hello.call(obj) // Pass name A to function Hello
```

```
function Hello (msg){}
```

```
Hello.call(obj, "Good Morning");
```

Apply() is similar to call but it takes arguments as an array.

```
Hello.apply(obj, ["Good"]);
```

9 Bind() m  
Value of  
object

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Var

11 bin

3) what  
closure  
variable  
declared

when  
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January 2018

February 2018

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Wk 01 6th Day

JANUARY SATURDAY

06

Global  
outside a  
block or  
function  
var const

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A to  
do.

takes

9 Bind() method ~~is~~ returns a new function where  
10 value of this will be bound to owner  
object which is provided as parameter.

11 var details () {  
12     return this.name;  
13 }

14 var person = { name: "Kavya" }  
15 var detailsFun = details.bind(person)  
16 // binds details function to person object  
17 detailsFun() // prints name.

18 1) what is closure?

Closure is an ability of function to remember  
variables and functions that are  
declared in its outer scope.

7th Day  
SUNDAY

07

function outer () {  
19     var obj1 = { name: "Kavya" }  
20     return function () {  
21         console.log(name);  
22     }

23 when outer function executes, it sees that  
24 returning obj1 function is using obj1. So, it  
25 saves the value in memory for further reference  
instead of destroying it.

2018

# 08

8th Day Wk 02

MONDAY ■ JANUARY

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January 2018

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12) what are object prototype?

All javascript object inherit properties from a prototype.

Date objects — Date prototype

Math objects from Math prototype

On top of chain is object prototype. Every prototype inherit properties and methods from object prototype.

A prototype is blueprint of object.

```
var arr = [];
arr.push(2)
```

Here, we have not declared any push method but engine does not throw error. Because, arr inherits properties from array prototype and engine looks for push method in prototype.

13) Local and session storage.

Session storage clears after tab is closed but survives page refresh while local storage remains even after browser is restarted.

for session storage, two tabs on same browser of same website will have diff session.

10 Remote Repository

11 git remote  
git remote  
git remote

12 Remote is a

13 git rem

14 Push and fetch

15 git push  
full

16 Push:-

17 git

18 Base Branch

create a branch  
and can  
feature branch  
Users can