1. Which are the best places to include CSS and JS files in HTML page?
2. What is DocType? Why we give it? Is there any other DocType than HTML5?
3. Explain about different client side storage mechanism. Cookies, Session and Local storage
4. What amount of data, we can store in Cookie, Session Storage and Local Storage?
5. What kind of objects you can store in local/session storage? For ex can you store DOM objects or not?
6. What is event delegation? Explain with clear cut example?
7. What is event bubbling? Explain with clear cut example?
8. How to fix cross-browser issues? What all different ways to achieve it?
9. How you can figure out bottlenecks if the application is slower and hitting into performance issue?
10. What are pseudo element and pseudo classes?
11. Suppose, if I have paragraph list on UI and I want to add quote to first and the last line of the each paragraph then how can I achieve it?
12. Explain BOX model?
13. How you show/ hide an element in CSS?
14. Default values of display property?
15. Brush up some of the popular properties default values?
16. Have you used any CSS pre-processor? What are the benefits?
17. Explain call() and apply() methods in JS ?
18. Explain the use of bind() method?
19. What is closure?
20. Can we use closure inside object methods?
21. Explain how closures are useful?
22. What is this keyword in JS? What it does?
23. Can we change context of "this" before calling the method? How? (bind())
24. What is prototype in JS?
25. Have you used any Unit Testing framework in JS?
26. Have you used any Functional Testing framework in JS (Protractor) ?
27. How to fix cross-browser issues? What all different ways to achieve it?
28. Have you used any CSS pre-processor? What are the benefits?
29. Can we use closure inside object methods?
30. Can we change context of "this" before calling the method? How?
31. What is prototype in JS?
32. Unit Testing framework in JS?
33. Event loop/Queue, how it is managed
34. Dynamic load javascript files
35. Inheritance in javascript, how to achieve it
36. Difference between == and ===
37. Different ways to create object in JavaScript.
38. How to make parent object variables private so that child can't access it?
39. Can we create classes in JavaScript?

40. Is JavaScript objected oriented language?
41. Diff between typescript and es6.
42. What is functional programming?
43. Functional vs object oriented? Which one is better?
44. How do you achieve object oriented design features in JS? How you will achieve it in ES5 or earlier versions?
45. How you will achieve OO design using prototype?
46. How we can hide some of the features from parent object so that child object can't access them?
47. What are the default methods are there in Object.__proto__?
48. Where I get the same result on IE/Chrome/Firefox if I hit in console Object.__proto__?
49. How browsers implement the JS? What all JS engines used across different browsers?
50. What is headless browser?
51. Why DOM access is expensive in terms of performance?
52. Have you used any JS build tool?
53. How do you debug minified file? What are all ways to debug the minified file apart from the map file? (Google Chrome Developer tool: Pretty Print option to format the minified file)
54. So in all environments do we use map file?
55. What is difference between MVC and MVVM architecture?
56. Have you done any project from scratch and build different environments, created components and used them?
57. Explain compilation phase of JavaScript in browsers?
58. What happens in Parsing phase of JavaScript?
59. What is the use of Use Strict mode in JavaScript?
60. What is callback function? Explain in details?
61. What are promises? Why do we have promises?
62. Difference between Promise and Callback functions?
63. Is JavaScript multithreaded or single-threaded?
64. List down some new ES6 features?
65. What is Functional Inheritance in JavaScript?
66. What is Prototype Delegation?