HTML Interview Questions

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Online Resources

- Why do u need doctype?

- What is the use of data-* attribute?

- What is the difference between HTML4 and HTML5?

- Describe the difference between a cookie, sessionStorage and localStorage.

- Can you explain the difference between GET and POST?

- What is "Semantic HTML?"

- Describe the difference between <script>, <script async> and <script defer>.

- Why is it generally a good idea to position CSS <link>s between <head></head> and JS<script>s just before </body>?

- What are optional closing tag? and why would u use it?

- What is the difference between SVG and <Canvas>?

Q: Why do u need doctype?

A: Defines the version of html the document is using,
and inform the browser about how browser should render it.
<!DOCTYPE html>
Compared to:
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
"http://www.w3.org/TR/html4/strict.dtd">

Q: What is the use of data-* attribute?

A: Allow you to store extra information/ data in the DOM. JavaScript can easily access by dataset

Q: What is the difference between HTML4 and HTML5?

A:

HTML4 vs HTML5

- more semantic text markup: <header>, <footer>, <article>, and <section>.
- new form elements: number, date, time, calendar, and range.
- video and audio
- new javascript API: <SVG> and <canvas>
- new communication API
- geolocation API
- web worker API
- new data storage

Q:Describe the difference between a cookie, sessionStorage and localStorage.

A: Cookies are for storing small amounts of website data, such as a user name. HTML5 Web Storage is a faster, improved means of storing website data. sessionsStorage is for temporary data, and localStorage is for persistant data.
window.localStorage - stores data with no expiration date, per domain
window.sessionStorage - stores data for one session (data is lost when the tab is closed)

Q: Can you explain the difference between GET and POST?

A: They are two types of HTTP requests. GET represents a specific resource. Should not have and side effect like insert/ update because they may be requested by robots. GET use url the send data. POST represent actions on resources, like insert/update/delete. They usually sent from HTML form. Large data could be sent by POST. Data is send along with HTTP header, instead of data of GET in the URL.

Q: What is "Semantic HTML"?

A: Semantic HTML is a coding style where the tags embody what the text is meant to convey. In Semantic HTML, tags like for bold, and <i></i> for italic should not be used, reason being they just represent formatting, and provide no indication of meaning or structure. The semantically correct thing to do is use and . These tags will have the same bold and italic effects, while demonstrating meaning and structure (emphasis in this case).

Q: Describe the difference between <script>, <script async> and <script defer>?

A: The <script> tag is used to define a client-side script, such as a JavaScript.
If async="async": The script is executed asynchronously with the rest of the page (the script will be executed while the page continues the parsing)
If async is not present and defer="defer": The script is executed when the page has finished parsing
If neither async or defer is present: The script is fetched and executed immediately, before the browser continues parsing the page.

Q: Why is it generally a good idea to position CSS <link>s between <head></head> and JS<script>s just before </body>?

A:
Reference: https://www.udacity.com/course/website-performance-optimization--ud884

Website Performance Optimization
The Critical Rendering Path

Q: What is the difference between SVG and <Canvas>?

A: <Canvas> is an element that manipulates two-dimensional (2D) pixels while (SVG) Scalable Vector Graphics works in 2D and three-dimensional (3D) vectors

Canvas	SVG
• Resolution dependent • No support for event handlers • Poor text rendering capabilities • You can save the resulting image as .png or .jpg • Well suited for graphic-intensive games	• Resolution independent • Support for event handlers • Best suited for applications with large rendering areas (Google Maps) • Slow rendering if complex (anything that uses the DOM a lot will be slow) • Not suited for game applications

Q: What are optional closing tag? and why would u use it?

A: p, li, td, tr, th, html, body, etc. you don't have to provide end tag. Whenever browser hits a new tag it automatically ends the previous tag. However, you have to be careful to escape it.

```
<p>Some text                    <p>Some text</p>
<p>Some more text               <p>Some more text</p>
<ul>                            <ul>
  <li>A list item                 <li>A list item</li>
  <li>Another list item           <li>Another list item</li>
</ul>                           </ul>
```

Homework