

# Mock Technical Interview- FED1StudioProject

QUESTIONS	NEEDS IMPROVEMENT Answer contained incorrect information.	AVERAGE Answers correctly-shares very little detail.	ABOVE AVERAGE Answers correctly, gives some detail, provides at least one example.	EXCELLENT Answers correctly, gives several examples, and obvious signs of problem-solving/troubleshooting.
1 Which Front-End languages were used in this project?				
2 Did you use any front-end libraries (i.e. Bootstrap, jQuery) in this project?				
3 Did you implement Source Control into this project? If so, describe your branching strategy?				
4 Explain how you built the Team.html page for this project.				

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5 What was the biggest challenge you faced in this project and explain how you worked around it?				
6 Show me a section of code that you are very proud of in this project.				

# Mock Technical Interview- Personal Site

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1 Was this project built from scratch or did you use a template?				
2 Why did you choose to use a template? What customizations did you make?				
3 What libraries and/or plugins are being used for this project?				
4 Explain the code that creates this certain functionality? (Should be some JavaScript powered functionality)				

# Mock Technical Interview- Personal Site

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5 Did you implement Source Control into this project? If so, describe your branching strategy?				
6 What functionality do you plan to incorporate in version 2.0?				
7 Describe the most difficult error/bug you faced when building this project and what steps did you take to resolve it.				
8 What responsive web design techniques have you employed in this site?				

# Mock Technical Interview- Dungeon Application

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1 Describe your planning process for this project?				
2 What is the difference between the Dungeon Application and the Dungeon Library projects?				
3 What flow control structure are you utilizing to keep the game running? Why did you select that particular structure?				
4 Show me an example of polymorphic behavior in your code.				

# Mock Technical Interview- Dungeon Application

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5 Walk me through the logic for the battle/challenge sequence.				
6 Did you follow the DRY principle when building this project? Show some examples.				
7 What skills/lessons did you learn from building this project?				
8 Since this project was built while in school, how did you expand your project beyond the base requirements?				

# Mock Technical Interview- StoreFront Application

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1 Explain the architecture of your project.				
2 Describe the technologies used in this application and the purpose of each.				
3 Did you utilize an ORM framework for this project?				
4 Did you utilize any frontend libraries for this project?				

# Mock Technical Interview- StoreFront Application

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5 What is being used to persist cart data?				
6 Walk me through the process of building and implementing the Contact form?				
7 Is the filtering and paging in your project server-side or client-side?				
8 Have you employed any asynchronous programming techniques?				



# Mock Technical Interview- StoreFront Application

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10 Assume that I am non-technical team member and walk me through the code for the image upload.				
11 What was the biggest challenge you faced when building this project? How did you overcome?				
12 What resources did you use to help you build this project?				