Questions could be used on a final exam

Q1: When the Vue compiler is in the compilation process, what is the biggest feature of reducing compilation and rendering costs? How does vue solve completely unchanged nodes or attributes?

When the Vue compiler finds some nodes or attributes that will not change during the compilation process, it will mark these nodes. Then in the process of generating code strings, the compiler will find these static nodes, promote them, and serialize them into strings, thereby reducing compilation and rendering costs. Sometimes an entire tree can be skipped.

Q2: How does Vue track changes?

Vue uses an effect function to track the currently running function. The side effect is a function wrapper that starts tracking before the function is called, and Vue can accurately find these collected side-effect functions when it dispatches an update, and execute it again when the data is updated.

Q3: How does Vue achieve responsiveness?

Track collects dependencies, and trigger distributes updates.

Q4: What is hoistStatic in Vue?

When the Vue compiler finds some nodes or attributes that will not change during the compilation process, it will mark these nodes. Then in the process of generating code strings, the compiler will find these static nodes, staticize them, and serialize them into strings.

Q5: Why Vue need hoistStatic?

HoistStatic could find the nodes which will node change and serialize them into strings. By this way, Vue can reducing compilation and rendering costs.

Q6. What is the true about the update of vue3 of vue2? (Answer: A)
   A. Proxy instead of vm.$set and vue.set API
   B. It does not support reactive anymore
   C. The function of getter() and setter() no longer exist
   D. It's just a name update, nothing serious

Q7. Ways of adding Vue.js to a project include: (Answer: A, C, D, F)
A. CDN package B. yarn C. npm D. CLI E. Web Browser F. Download and self host

Q8. How does the compileToFunction function in the entry file of Vue3 work?
Through dependency injection, call registerRuntimeCompile(compileToFunction) function – call compileToFunction function – call compile function – return code string – return render function