

# TW-005 STUDENT VERSION (Sprint-4 Week-1)

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CLARUSWAY  
WAY TO REINVENT YOURSELF

## Meeting Agenda

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- ▶ Icebreaking
- ▶ Questions
- ▶ Interview Questions
- ▶ Coding Challenge
- ▶ Video of the week
- ▶ Retro meeting
- ▶ Case study / project

# Teamwork Schedule

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## Ice-breaking

5m

- Personal Questions (Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

## Team work

5m

- Ask what exactly each student does for the team, if they know each other, if they care for each other, if they follow and talk with each other etc.

## Ask Questions

15m

1. In the code below, what is the purpose of the *id* attribute? 

```
<p id="warning">Be careful when installing this product.</p>
```

- ☒ A. It establishes that id is a unique identifier in the document, used for styling CSS, scripting, and linking within a webpage.
- ☐ B. It establishes that id is a unique identifier in the document, used for styling CSS and with Javascript code.
- ☐ C. It establishes that id may be used for styling CSS several times per page.
- ☐ D. It establishes that id is a unique identifier in the website, used for styling CSS, scripting, and linking within a webpage.

2. What do media queries allow us to do? 

- ☐ A. Stream video on our site.
- ☒ B. Use different CSS based on screen size.
- ☐ C. Do responsive design.
- ☐ D. Changes all document sizes and feature.

3. What is the difference between `<input type="submit" value="click me">` and `<button type="submit">Click me</button>`?

- A. There is no difference. Both will render a button that submits a form.
- B. Both will submit a form. However, the `<button>` can have content other than text, like an image or nested HTML elements, while the `<input>` cannot.
- C. `<input type="button">` has been deprecated in HTML5. You should use the `<button>` tag instead.
- D. Both will submit a form. However, the `<input>` can have content other than text, like an image or nested HTML elements, while the `<button>` cannot.

4. Which Object method returns an iterable that can be used to iterate over the properties of an object?

- A. Object.get()
- B. Object.loop()
- C. Object.each()
- D. Object.keys()

5. What is the value of `dessert.type` after executing this code?

```
const dessert = { type: 'pie' };  
dessert.type = 'pudding';
```

- A. pie
- B. The code will throw an error
- C. pudding
- D. undefined



6. Which of the following operators can be used to do a short-circuit evaluation?

- A. ++
- B. --
- C. -+
- D. ||

7. What does the following expression evaluate to?

```
[] == []
```

- A. True
- B. undefined

**C. False**

**D. []**

**8. How many prototype objects are in the chain for the following array?**

```
let arr = [];
```

**A. 3**

**B. 2**

**C. 0**

**D. 1**

**9. An ..... is a JavaScript function that runs as soon as it is defined.**



**A. Generator function**

**B. Arrow function**

**C. Regular Function**

**D. Immediately Invoked Function Expression**

**10. What type of scope does the end variable have in the code shown?**

```
var start = 1;  
if (start === 1) {  
  let end = 2;  
}
```

→ global

**A. conditional**

**B. block**

**C. global**

**D. function**

**11. Using ..... lets you share a set of CSS properties from one selector to another.**

**A. @media**

**B. @inheritance**

**C. @extend**

**D. @include**

**12. Which of the following directive displays the SassScript expression value as fatal error?**

- A. @error**
- B. @warn**
- C. @at-root**
- D. None of the above**

## Interview Questions

15m

**1. What is Object Destructuring?**

**2. What is the rest parameter?**

**3. Explain what is the difference between Sass and SCSS?**

**4. Can you tell us some limitations of JavaScript?**

**5. Explain how to define a variable in Sass?**

**6. What is the spread operator?**

**7. How to use a prompt box in JS?**

## Coding Challenge

20m

- [Coding Challenge: CC-03 CSS Grid](#)



## Coffee Break

10m



## Video of the Week

5m

- [What's new in Bootstrap 5?](#)

## Retro Meeting on a personal and team level

5m

Ask the questions below:

- What went well?
- What could be improved?
- What will we commit to do better in the next week?

## Case study/Project

15m

**Case study should be explained to the students during the weekly meeting and has to be completed in one weeks by the students. Students should work in small teams to complete the case study.**

- [Checkout Page \(JS-05\)](#)
- [Sass Website Page Design \(HC-06\)](#)

## Closing

5m

-Next week's plan

-QA Session

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