5 questions for JavaScript

1.In how many ways a JavaScript code can be involved in an HTML file?

There are 3 different ways in which a JavaScript code can be involved in an HTML file:

- **Inline**
- **Internal**
- **External**

An **inline** function is a JavaScript function, which is assigned to a variable created at runtime. You can differentiate between Inline Functions and Anonymous since an inline function is assigned to a variable and can be easily reused. When you need a JavaScript for a function, you can either have the script **integrated** in the page you are working on, or you can have it placed in a **separate** file that you call, when needed. This is the difference between an **internal** script and an **external** script.

2.What is the difference between local storage and session storage?

Local Storage – The data is not sent back to the server for every HTTP request (HTML, images, JavaScript, CSS, etc) – reducing the amount of traffic between client and server. It will stay until it is manually cleared through settings or program.

Session Storage – It is similar to local storage; the only difference is while data stored in local storage has no expiration time, data stored in session storage gets cleared when the page session ends. Session Storage will leave when the browser is closed.

3.What is NaN in JavaScript?

NaN is a short form of **Not a Number.** Since NaN always compares unequal to any number, including NaN, it is usually used to indicate an error condition for a function that should return a valid number. When a string or something else is being **converted** into a **number** and that cannot be done, then we get to see NaN.

4.What is the difference between null and undefined?

Here is a declared ambiguous variable with no value assigned to it. Null, on the other hand, is an assigned value. As an alternative to that variable, one can use an empty

variable. Also, there are actually two different types: undefined is an object, while null is a type in and of itself.

5.What is a Typed language?

Typed Language is in which the values are associated with **values** and not with **variables**. It is of two types:

- **Dynamically:** in this, the variable can hold multiple types; like in JS a variable can take number, chars.
- **Statically:** in this, the variable can hold only one type, like in Java a variable declared of string can take only set of characters and nothing else.