

Front End Developer (AngularJS) Interview Questions And Answers Guide.



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Front End Developer (AngularJS) Job Interview Preparation Guide.

Question # 1

Is AngularJS a library, framework, plugin or a browser extension?

Answer:-

AngularJS fits the definition of a framework the best, even though it's much more lightweight than a typical framework and that's why many confuse it with a library.

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Question # 2

Tell me what is a scope in AngularJS?

Answer:-

scope is an object that refers to the application model. It is the glue between application controller and the view. Both the controllers and directives have reference to the scope, but not with each other. It is an execution context for expressions and arranged in hierarchical structure. Scopes can watch expressions and propagate events.

[Read More Answers.](#)

Question # 3

Tell me what's Angular's performance like?

Answer:-

The startup time heavily depends on your network connection, state of the cache, browser used and available hardware, but typically we measure bootstrap time in tens or hundreds of milliseconds.

The runtime performance will vary depending on the number and complexity of bindings on the page as well as the speed of your backend (for apps that fetch data from the backend). Just for an illustration we typically build snappy apps with hundreds or thousands of active bindings.

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Question # 4

Explain me who is Front End Developer? What he does?

Answer:-

In a website, front-end is the part that users access while interacting with the website including images, buttons, colours, animations, forms, typography etc.

While the frontend developer is a programmer that codes the front end of a website and ensures that a visibility of site remains same throughout different web browsers.

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Question # 5

Tell me what is CoffeeScript?

Answer:-

CoffeeScript is a small programming language that compiles into JavaScript. It helps to write JavaScript code better by providing you with a more consistent syntax and avoiding the irregular nature of JavaScript language.

The basic rule for Coffee Script

Whitespace matters: There are no curly braces in CoffeeScript

No parentheses: Functions that take arguments do not require parentheses

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Question # 6

Explain difference between == and ===?

Answer:-



This is pretty simple but at the same time some people never came across a triple equals or never wondered what's the difference.

Double equals == is used to compare the value of two operands:

```
"2" == 2; // true
```

```
2 == 2; // true
```

Triple equals === is used to compare the value AND type of two operands:

```
"2" === 2; // false
```

```
2 === 2; // true
```

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Question # 7

How can you add a method to a class already defined?

Answer:-

You can add a new method to a javascript class using prototype:

```
function Person(name) {  
  this.name = name;  
}  
Person.prototype.walk = function() {  
  console.debug(this.name + " is walking.");  
}
```

```
// Calling the new method
```

```
var person = new Person("Hussain");
```

```
person.walk(); // "Hussain is walking."
```

It's worth mentioning that adding methods via prototype is the most inexpensive way in terms of performance since the method is tied to the prototype of the class. It means, for every new instance of class Person, you will have access to the prototype's walk() method. Now, if you declare walk() method inside the Person class, you will end up recreating the method for every new instance of Person.

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Question # 8

Explain me when would you use GET and POST requests?

Answer:-

There are several technical differences between these two types of requests, regarding length limitation, security, caching and a few others. But if someone asks you WHEN would you use it, I'd say one of the most important points that any front-end developer should take into account is that we should only use GET for idempotent requests, it means requests that don't make significant changes in the backend system or database but if you do need to make inserts, updates or deletes in a database, trigger emails or any other major action, POST is recommended.

[Read More Answers.](#)

Question # 9

Explain your workflow when you create a web page?

Answer:-

The workflow of a modern front-end developer has changed vastly in the past four or five years. A huge array of tools are available to build organized, scalable web applications by abstracting out many of the complexities and automating repetitive tasks. Each developer will share a different workflow which will give some insight into their organizational capacity and general technical preferences.

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Question # 10

Tell me the difference between null and undefined?

Answer:-

null is an object that has no value. undefined is a type.

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Question # 11

Explain me what is an anonymous function?

Answer:-

Anonymous functions are functions without a name. They are stored in a variable and are automatically invoked (called) using the variable name.

```
var x = function(a, b) {  
  console.log(a * b)  
}
```

```
x(3, 5); // 15
```

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Question # 12

Explain me what is stringify?

Answer:-

stringify is used to transform JSON into a string.

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Question # 13



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Tell me are you working on any pet projects in your spare time? How did it come about?

Answer:-

When you interview a whole group of developers, you'll notice that the ones who work on side projects on their own tend to be special. These are the coders who love what they do and do it without any capitalist incentives.

The answer to this question can also give you some insight into their leadership and project management qualities. If the developer is leading a multi-team project in their spare time, it can give you an idea about their character.

Although these questions aren't very technical in nature, they can help you get a good idea about the candidate's abilities.

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Question # 14

Explain me what is a callback function?

Answer:-

JavaScript is read line by line. Sometimes, this can result in what seems like a subsequent line of code being executed prior to an earlier line of code. A callback function is used to prevent this from happening, because it is not called until the previous line of code has fully executed.

Here are two decent resources on callbacks with JavaScript and jQuery.

[Read More Answers.](#)

Question # 15

Explain me are you familiar with Jasmine or QUnit?

Answer:-

Jasmine and QUnit are JavaScript testing frameworks. I would familiarize yourself with the basics.

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Question # 16

Tell me have you ever used an MVC? If so, which one and what do you like or dislike about it?

Answer:-

MVC stands for Model View Controller. MVCs typically organise web applications into a well-structured pattern, making code easier to maintain. The term is well-known by developers and some famous examples of MVCs include Backbone.js and AngularJS. What makes this question interesting is not whether the interviewee has used a MVC, but what his or her preferences and experience reveal. Candidates who are able to articulate why they use one MVC over another, show that they are engaged in what they do, care about the technology they use, and have considered different options. You want to be able to trust your front end developer to keep up to date with new relevant technologies and have a clear idea of when and what should be used.

[Read More Answers.](#)

Question # 17

Tell me have you used Sass? What's good about it?

Answer:-

Every web project starts with everything neat, all CSS is organized in blocks or different CSS files and you know where everything is, right?

Right, until your project gets bigger, deadlines get tight, more developers come on board and someday you notice a strange behavior in some elements of the page. When you inspect their styles you spot lots of css overrides coming from everywhere. This is the moment you realize how messy CSS can be.

Sass is the modern way of doing CSS and can save many lines of code in your stylesheets. This is possible because Sass works with variables, nested syntax and mathematical operations.

In my opinion one of the nicest features of sass is the possibility to write a selector just once and put all styles for that inside it. Do you need a more specific selector under an existing one? Just nest the specifics into the generic one.

Check out the example below taken from their official website. It's awesome how it can "neatify" your code.

```
/* .sass */
table.hl
  margin: 2em 0
  td.ln
    text-align: right
li
  font:
    family: serif
    weight: bold
    size: 1.2em
/* .css */
table.hl {
  margin: 2em 0;
}
table.hl td.ln {
  text-align: right;
}
li {
  font-family: serif;
  font-weight: bold;
  font-size: 1.2em;
}
```

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Question # 18

Tell me have you already used MVC before? What you like/dislike about it?



Answer:-

As the UI gets more and more complex we need some good ways to keep it more and more maintainable and reusable, and Some MVC frameworks for javascript have been widely adopted lately and it's a good plus if you have already used before and knows what's the benefits of them. The most famous MVC frameworks are backbone.js and angular.js, it's hard to not hear about them.

There are many advantages in using these frameworks, I can point out some of them:

- * Organization: Forces your webapp to follow a well structured pattern;
- * Maintainable: With organization comes an easy to maintain code;
- * UI Binding: Some frameworks allow you to do that. So everytime your model changes, the view reflects it and vice-versa;
- * Decoupled client: MVC frameworks like backbone.js incentivise you to use REST API's though their urlRoot attribute in their Models;
- * Reusable components: Create reusable visual components;
- * Single-page apps: Build single-page apps with Ajax requests;
- * Friendly URL's: Native support for client-side url mapping;

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Question # 19

Explain how can you declare a class in Javascript?

Answer:-

In javascript there's no classes like in Java, what we actually call a class is in reality a function simulating a class behaviour. For being so flexible, there are many ways to create a class in javascript, below you'll find 3 ways of doing that.

Class using function as a constructor:

```
function Person(name) {  
    this.name = name;  
}
```

// Creating an object

```
var person = new Person("Hussain");
```

```
person.name; // "Hussain"
```

It's very important to notice that you have to use the keyword new when creating a new instance of that class otherwise you will have logical problems regarding the this will reference window object.

Class Literal notation:

```
var person = {  
    name: "",  
    setName: function(name) {  
        this.name = name;  
    }  
}
```

```
person.setName("Hussain");
```

```
person.name; // "Hussain"
```

In this example we don't use a function to define our class, we are creating a singleton object person with one attribute and one method. You can use that object straightaway, no instantiation in this case.

That notation is useful when you don't need to create instances of that class or you'll use it just once in your application.

Singleton through a function:

```
var person = new function() {  
    this.setName = function(name) {  
        this.name = name;  
    }  
    this.sayHi = function() {  
        return "Hi, my name is " + this.name;  
    }  
}
```

```
person.setName("Hussain");
```

```
alert(person.sayHi()); // Hi, my name is Hussain
```

As you can see in the code snippet above, we have a function like the first example and besides we also have the new keyword before the function declaration. It means that we are creating one instance of that class at the same time we are declaring it.

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Question # 20

Please explain functions in CoffeeScript?

Answer:-

Functions in CoffeeScript is an (Optional) list of parameters followed by an arrow and then the function body.

For example, log = (message) → console.log message

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Question # 21

Explain what are the benefits of Coffee Script over JavaScript?

Answer:-

- * CoffeeScript allows you to express your program with a lot less code than JavaScript
- * It has a lot of lightweight add-ons like Ruby string Interpolation and Python style list comprehension
- * Makes everyday tasks easier to perform with CoffeeScript rather than JavaScript

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Question # 22

Explain me what are the skills required?

Answer:-



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The skills required for the Front End Developer includes

- * HTML
- * CSS
- * JavaScript
- * JQuery

Additional Skills:

Some additional skills that might be helpful will be

- * Knowledge of cross browser testing
- * Knowledge of CMS like WordPress, Joomla or Drupal
- * Knowledge of PHP and OOP's (object oriented programming)
- * Knowledge of SEO, and tools like Flash and Dreamweaver

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Question # 23

What is AngularJS? What are the key features of AngularJS? Is there any down-side of using AngularJS?

Answer:-

AngularJS is an open-source JavaScript system grew by Google. It helps you to make (SPA)single-page applications or one-page web applications that just require HTML, CSS, and JavaScript on the client side. In light of MV-* design, it allows us to build very much organized, effortlessly testable, and viable front-end applications. AngularJS has adapted the best approach to web advancement.

Through it we can easily bind model data to html element, build dynamic html element, make logical decision and do both accept or send data through RESTful API. Advanced AngularJS Interview Questions and Answers

Although all this think can be done through JQuery but with AngularJS we can do all those stuff structurally. That is we can maintain a development structure which required for enterprise web application development, for example, we can extend html's syntax and build re-useable custom component.

There is no question, JavaScript systems like AngularJS, Ember and so on are the eventual fate of web development.

AngularJS Key Features:

- * Two way data binding: It allows us to bind data dynamically to html element that come from application's back-end and also synchronized html element's data value with front-end model at run-time i.e. it provide the feature of two way data binding.
- * Directive: It allows us to build re-useable custom directives. Which can save lot of time when we build large scale web application. Also it provide lots of built-in directive out of the box such as ng-repeat, ng-if, ng-model, etc. So that we can easily build single page web application.
- * Web-Service: It provide built in support for building restful and soap web service.
- * Model-View-Controller: It support concept of mode-view-controller of modern web application developed. Through \$scope provider we can make model which can be blinded to the View (HTML), and through function and restful-service (\$resource, \$http, etc.) we can build controller in AngularJS.
- * Routing Service: It provide built-in routing facilities through \$routeProvider service.
- * Dependency Injection: It support the concept of dependency injection like J2EE web app and Spring framework.
- * Security: We can easily implements front-end resource access controlling mechanism through various out of box component of this framework.
- * Filter: It provide various built-in filter to convert data to desired format for view purpose such as currency, date, lowercase, uppercase, etc.

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Question # 24

Explain me how will you display different images based on the status being red, amber, or green?

Answer:-

Use the ng-switch and ng-switch-when directives as shown below.

```
<div ng-switch on="account.status">
<div ng-switch-when="AMBER">
  
</div>
<div ng-switch-when="GREEN">
  
</div>
<div ng-switch-when="RED">
  
</div>
</div>
```

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Question # 25

Tell me do I need to worry about security holes in AngularJS?

Answer:-

Like any other technology, AngularJS is not impervious to attack. Angular does, however, provide built-in protection from basic security holes including cross-site scripting and HTML injection attacks. AngularJS does round-trip escaping on all strings for you and even offers XSRF protection for server-side communication. AngularJS was designed to be compatible with other security measures like Content Security Policy (CSP), HTTPS (SSL/TLS) and server-side authentication and authorization that greatly reduce the possible attack vectors and we highly recommended their use.

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Question # 26

Why is this project called "AngularJS"? Why is the namespace called "ng"?

Answer:-

Because HTML has Angular brackets and "ng" sounds like "Angular".

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Question # 27

Please explain what are the key features of AngularJS?

Answer:-

Scope

The job of the Scope is to detect changes to model objects and create an execution context for expressions. There is one root scope for the application (ng-app) with hierarchical children scopes. It marshals the model to the view and forwards events to the controller.

Controller

The Controller is responsible for construction of the model and connects it to the view (HTML). The scope sits between the controller and the view. Controllers should be straightforward and simply contain the business logic needed for a view. Generally you want thin controllers and rich services. Controllers can be nested and handle inheritance. The big difference in AngularJS from the other JavaScript frameworks is there is no DOM manipulation in controllers. It is something to unlearn when developing in AngularJS.

Model

In AngularJS, a Model is simply a JavaScript object. No need to extend anything or create any structure. This allows for nested models - something that Backbone doesn't do out-of-the-box.

View

The View is based on DOM objects, not on strings. The view is the HTML. HTML is declarative - well suited for UI design. The View should not contain any functional behavior. The flexibility here is to allow for multiple views per Controller.

Services

The Services in AngularJS are singletons that perform common tasks for web applications. If you need to share common functionality between Controllers, then use Services. Built-in AngularJS, Services start with a \$. There are several ways to build a service: Service API, Factory API, or the \$provide API.

Data Binding

Data Binding in AngularJS is a two-way binding between the View and the Model. Automatic synchronizing between views and data models makes this really easy (and straightforward) to use. Updating the model is reflected in View without any explicit JavaScript code to bind them together, or to add event listeners to reflect data changes.

Directives

Now this is cool. AngularJS allows you to use Directives to transform the DOM or to create new behavior. A directive allows you to extend the HTML vocabulary in a declarative fashion. The 'ng' prefix stands for built-in AngularJS directives. The App (ng-app), Model (ng-model), the Controller (ng-controller), etc. are built into the framework. AngularJS allows for building your own directives. Building directives is not extremely difficult, but not easy either. There are different things that can be done with them. Please check out AngularJS's documentation on directives.

Filters

The Filters in AngularJS perform data transformation. They can be used to do formatting (like I did in my Directives example with padding zeros), or they can be used to do filter results (think search).

Validation

AngularJS has some built-in validation around HTML5 input variables (text, number, URL, email, radio, checkbox) and some directives (required, pattern, minlength, maxlength, min, max). If you want to create your own validation, it is just as simple as creating a directive to perform your validation.

Testable

Testing is a big concern for enterprise applications. There are several different ways to write and run tests against JavaScript code, thus against AngularJS. The developers at AngularJS advocate using Jasmine tests ran using Testacular. I have found this method of testing very straightforward and, while writing tests may not be the most enjoyable, it is just as importable as any other piece of developing an application.

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Question # 28

Explain me what is the difference between WebGL and three.js?

Answer:-

WebGL:

- WebGL allows you to control the GPU in more direct way
- It is more an "immediate mode"
- It does not have additional support for text, for shaders built, for picking, etc.

Three.js:

- Three.js is built on top of WebGL and allows you to take care of lot of things like what objects to draw each frame
- It is more a "retained mode"
- It does have an additional support for text, for picking, for object hierarchy, etc.

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Question # 29

Explain me how would you organize your Javascript code?

Answer:-

The following pattern is the one that I personally prefer and is called 'module pattern', where we separate our javascript into logical modules, or namespaces. What you'll see below is an example of how I would separate my user module.

```
// Declaring my main namespace
var myapplication = myapplication || {};
// Declaring modules usermodule
myapplication.usermodule = (function() {
  // createMessage: only accessible inside this module
  var createMessage = function(message) {
    return "Hello! " + message;
  }
  return {
    // sayHello is a public method
    sayHello: function(message) {
      return createMessage(message);
    }
  }
})();
// Declaring another module
myapplication.adminmodule = (function(){
  // your code here
```



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```
})();  
// This is how we call sayHello  
myapplication.usermodule.sayHello("This is my module");  
Some explanation on the code above
```

Take a look at the previous code and notice how I create my module using the notation below. It makes the function to be executed immediately because of the parenthesis at the end of the command. The result of the execution will be an object which will be set to my variable myapplication.usermodule.

```
...  
myapplication.usermodule = (function() {  
    // code to be executed immediately  
})();
```

So applying this pattern to your code you may have multiple modules and you have the control over what you want to make public and what to keep private. Besides your code will be more organized therefore easy to maintain.

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Question # 30

Explain me in your view, what's the difference between Front End Developers and UI/UX designers and where do these positions overlap?

Answer:-

There is no definitive answer to the question, but it will give a front end developer the chance to evaluate their own experience and also reveal their expectations. To a certain extent the difference between UI/UX and front end development is the difference between design and implementation. UI/UX tends to look more at the human-side of the design process, including undertaking research by asking the questions about how users interact with a website, which would then form the basis for design concepts. A UI/UX designer would also do testing and evaluation post-implementation. Understanding the front end needs of your own company before asking this question gives an insight into the candidate's potential fit.

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Question # 31

Explain the difference between call and apply?

Answer:-

apply lets you invoke the function with arguments as an array. call requires the parameters to be listed explicitly.

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Question # 32

Tell me how can you increase page performance?

Answer:-

- (1) Sprites, compressed images, smaller images;
- (2) include JavaScript at the bottom of the page;
- (3) minify or concatenate your CSS and JavaScript; and
- (4) caching.

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Question # 33

Let's take a look at the design of our website. Walk me through the features that draw your attention?

Answer:-

This question takes it beyond the personal evaluation of one's own work to the critical analysis of the techniques and styles that are used by others. It's important to be able to clearly articulate preferences when it comes to front-end development, so this question will put them on the spot.

One thing to note here is that the developer would need at least half an hour to review the page and its underlying implementation, so it's usually better to tell them up front that you will be asking this question.

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Question # 34

Explain me what is AJAX? Write an AJAX call?

Answer:-

AJAX stands for asynchronous JavaScript and XML and allows applications to send and retrieve data to/from a server asynchronously (in the background) without refreshing the page. For example, your new Gmail messages appear and are marked as new even if you have not refreshed the page.

[Read More Answers.](#)

Question # 35

Tell me have you ever used an MVC? Which one and what do you like and dislike about it?

Answer:-

MVC stands for model view controller. MVCs typically organize webapps into a well-structured pattern, making code easier to maintain. The term is well-known by developers and some famous examples of MVCs include backbone.js and angular.js. What makes this question interesting is not whether the frontend interviewee has used an MVC, but what his or her preferences and experience reveal. Candidates who are able to articulate why they use one MVC over another show that they are engaged in what they do, care about the technology and have considered different options. You want to be able to trust your frontend developer to keep up to date with which technologies are relevant and have a clear idea of when and what should be used.

[Read More Answers.](#)

Question # 36

Explain me what's the difference between HTML and XHTML?



Answer:-

XHTML is an HTML that follows the XML rules, which means a XHTML document must have well-formed markups in order to be rendered properly in all web browsers. Differently from XHTML, the HTML document can be rendered in most of the browsers even with markup errors such as no closing tags or wrong nested tags.

And how do I create a XHTML document?

XHTML is basically a HTML document with some rules that need to be applied. Have a look at these examples below and spot the differences.

```
<head>
  <title>This is head</title>
</head>
<BODY>
```

This is the body of the document with body tag in capital letters

Notice that there's no close body tag and no tag as well.

This HTML document above can be opened with no problems in Chrome, even containing many markup errors because most browsers can fix them for you automatically.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
```

```
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<html xmlns="http://www.w3.org/1999/xhtml">
```

```
  <head>
    <title></title>
  </head>
  <body>
</body>
</html>
```

The code above is a well-formed XHTML document and that's the minimum you must have in order to render it. Notice the declaration of the doctype at the top of the document and the namespace (xmlns) attribute in html open tag. These elements are mandatory as well as all the tags in lowercase.

[Read More Answers.](#)

Question # 37

Tell me in CoffeeScript how clone-function is useful?

Answer:-

Clone function is useful in creating a complete new object in Coffee Script by

- * Copying all attributes from the source object to the new object
- * Repeating the steps of copying attributes from the source object for all sub-objects by calling the clone-function
- * Creating a new object as the source object

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Question # 38

Explain me how MVC is represented in AngularJS?

Answer:-

Mode-View-Controller (MVC) is a design pattern. It can be represented in AngularJS framework as follow:

Model: Model in AngularJS is just a JavaScript object which contains properties either primitive such as string, integer, Boolean, array or complex type object. Its main responsibility to hold data that come from controller or service. Some time it also contains business logic which related to view.

View: It's just a plain HTML page with embedded AngularJS directives and expression. In AngularJS we mainly represent model data through view.

Controller: It's a JavaScript function which main responsibility to bind model data to view and vise-versa. It can also contains business logic through which it determine which model goes to which view. Controller also responsible for bind model data that come http request or other services.

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Question # 39

Tell me what is a Thread-Local object in Python Flask?

Answer:-

Flask uses thread local objects internally so that user don't have to pass objects around from function to function within a request in order to stay threadsafe. This approach is useful, but it requires a valid request context for dependency injection or when attempting to reuse code which uses a value pegged to the request.

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Question # 40

Tell me what is Three.js & its important features?

Answer:-

Three.js is an open source JavaScript 3D library that enables you to make and display animated, interactive 3D computer graphics on any compatible web browser without having a dependency on proprietary plug-ins.

Key features of Three.js include

- * Renderers
- * Scenes
- * Cameras
- * Lights
- * Animations
- * Materials
- * Shaders
- * Objects
- * Geometry
- * Loaders
- * Export/Import
- * Debugging
- * Support



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Question # 41

Explain event delegation?

Answer:-

Event delegation allows you to avoid adding event listeners for specific nodes. Instead, you can add a single event listener to a parent element.

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Question # 42

Tell me have you ever used a Model View Controller (MVC)? If you have, what did you like or dislike about it?

Answer:-

The MVC typically helps you to organize web application into a well-structured pattern. This makes it a lot easier to maintain code and is well-known by developers. Popular MVCs are as follows:

- * AngularJS
- * Backbone.js

For this question, what you're really trying to find out has nothing to do with whether they have used an MVC, but rather their preference and level of experience with it. If the candidate is able to articulate why they prefer one over the other, you'll know that they're engaged in what they do and care about the tools that they use.

Why is this important?

It's important as you have to be able to trust your front-end developer to keep up to date with new and relevant technologies. They should also have a clear idea about what should be used and when it should be used.

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Question # 43

Assume you arrive at a new company that has 3 competing style sheets, how would you best integrate them into the site?

Answer:-

A style sheet is a template file consisting of font and layout settings to give a standardized look to a website or web application. To keep a consistent look and feel to a project, there should only be one style sheet. I like to ask this question to judge problem-solving, communication, and team skills.

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Question # 44

Explain difference between null and undefined?

Answer:-

This can be tricky and the best way to keep in your head is to memorise because if you try to relate javascript null to other languages, it will get more confusing. In javascript, null is an object with no value and undefined is a type.

```
typeof null; // "object"
typeof undefined; // "undefined"
var a;
var b = null;
a == b; // "true" because their values are the same
a === b; // "false". they have different types
```

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Question # 45

Tell me how will you initialize a select box with options on page load?

Answer:-

Use the ng-init directive.

```
<div ng-controller="apps/dashboard/account" ng-switch
on="!!accounts" ng-init="loadData()">
```

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Question # 46

What is an IIFE?

Answer:-

IIFE stands for immediately-invoked function expression; it executes immediately after created by adding a () after the function.

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Question # 47

Explain the difference between GET and POST?

Answer:-

A GET request is typically used for things like AJAX calls to an API (insignificant changes), whereas a POST request is typically used to store data in a database or submit data via a form (significant changes). GET requests are less secure and can be seen by the user in the URL, whereas POST requests are processed in two steps and are not seen by the user. Therefore, POST requests are more secure.

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Question # 48



Front End Developer (AngularJS) Interview Questions And Answers

Tell me when would you use CSS float?

Answer:-

Float is used when you want to make an element of your page (usually an image) be pushed to the right or left and make other elements wrap around it.

[Read More Answers.](#)

Question # 49

Tell me is AngularJS a templating system?

Answer:-

At the highest level, Angular does look like a just another templating system. But there is one important reason why the Angular templating system is different, that makes it very good fit for application development: bidirectional data binding. The template is compiled in the browser and the compilation step produces a live view. This means you, the developers, don't need to write code to constantly sync the view with the model and the model with the view as in other templating systems.

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Question # 50

Explain me the concept of scope hierarchy? How many scopes can an application have?

Answer:-

Each Angular application has exactly one root scope, but may have several child scopes. The application can have multiple scopes, because child controllers and some directives create new child scopes. When new scopes are created, they are added as children of their parent scope. This creates a hierarchical structure similar to the DOM where they're attached.

When Angular evaluates a bound variable like say `{{firstName}}`, it first looks at the scope associated with the given element for the `firstName` property. If no such property is found, it searches the parent scope and so on until the root scope is reached. In JavaScript this behaviour is known as prototypical inheritance, and child scopes prototypically inherit from their parents. The reverse is not true. i.e. the parent can't see it's children's bound properties.

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Question # 51

Explain me when would you use CSS clear?

Answer:-

When you want an element on the left or right of the floating element not to wrap around it, you can use clear.

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Question # 52

Tell me what is the difference between a prototype and a class?

Answer:-

Prototype-based inheritance allows you to create new objects with a single operator; class-based inheritance allows you to create new objects through instantiation. Prototypes are more concrete than classes, as they are examples of objects rather than descriptions of format and instantiation.

Prototypes are important in JavaScript because JavaScript does not have classical inheritance based on classes; all inheritances happen through prototypes. If the JavaScript runtime can't find an object's property, it looks to the object's prototype, and continues up the prototype chain until the property is found.

[Read More Answers.](#)

Question # 53

Explain me your workflow when you create a web page?

Answer:-

The workflow of a modern front end developer has changed vastly in the past four or five years. A huge array of tools are available to build organised, scalable web applications, which reduce complex and automate repetitive tasks. Each developer will share a different unique workflow which will give you valuable insight into their organisational patterns and general technical preferences.

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Question # 54

Explain how will you show/hide buttons and enable/disable buttons conditionally?

Answer:-

Using the `ng-show` and `ng-disabled` directives.

```
<div class="dataControlPanel"
  ng-show="accounts.releasePortfolios">

  <div class="dataControlButtons">
    <button class="btn btn-primary btn-small"
      ng-click="saveComments()" ng-disabled="disableSaveButton">Save</button>
    <button class="btn btn-primary btn-small"
      ng-click="releaseRun()" ng-disabled="disableReleaseButton">Release</button>
  </div>
</div>
```

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Question # 55

Tell me what is the difference between `==` and `===`?

Answer:-



== compares the value; === compares the value and the type:

"5" == 5; // true

"5" === 5; // false

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Question # 56

Tell me what is the difference between responsive and adaptive development?

Answer:-

In a nutshell, responsive is fluid and flexible, whereas adaptive adapts to the detected device/screen size.

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Question # 57

Tell me if you arrive to a new company that has 3 competing style sheets, how would you best integrate them into the site?

Answer:-

A stylesheet is template file consisting of font and layout settings to give a standardized look to a website or web application. To keep a consistent look and feel to a project, there should only be one stylesheet. I like to ask this question to judge problem-solving, communication and team skills.

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Question # 58

How would you call a function directly on a string?

Answer:-

See section on using prototypes to call functions on common data types in JavaScript Objects & Prototypes.

[Read More Answers.](#)

Question # 59

Explain does Angular use the jQuery library?

Answer:-

Yes, Angular can use jQuery if it's present in your app when the application is being bootstrapped. If jQuery is not present in your script path, Angular falls back to its own implementation of the subset of jQuery that we call jQLite.

Due to a change to use on()/off() rather than bind()/unbind(), Angular 1.2 only operates with jQuery 1.7.1 or above.

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Question # 60

Tell me what are the basic rules to remember for Coffee Script?

Answer:-

The basic rule for Coffee Script

* Whitespace matters: There are no curly braces in CoffeeScript

* No parentheses: Functions that take arguments do not require parentheses

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Question # 61

Explain the difference between a host object and a native object?

Answer:-

Native - existing in JavaScript. Host - existing in the environment.

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Question # 62

Tell me how variables differ in CoffeeScript than JavaScript?

Answer:-

For variables in JavaScript, you have to add semi-colon at the end of it to execute while in CoffeeScript there is no need to add Semi-colon at the end of the statement. Unlike, JavaScript, CoffeeScript adds up semi-colon with ease.

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