

Q1. Name some JS. features?

JavaScript features.

- ① Dynamic typing:- The datatype is not required, it is interpreted at runtime.
- ② Object Oriented:- In new versions of JS it now supports classes, objects & inheritance.
- ③ First class functions:- Functions which can be treated as first-class citizens (prioritized)
- ④ Event-driven programming :- JS. helps in program in event driven fashion i.e. for any action, something happens. i.e. button click.
- ⑤ Asynchronous programming :- We can make some part wait for some other code using async/await ; Promises.
- ⑥ Cross platform :- runs on browsers & servers.

Q2. How to define anonymous function?

An anonymous func. is a func. without a name, often used as an argument to other functions or for callbacks.

Eg.

```
let sum = function (a, b) {
    return a + b;
};
```

Q3. What is closure in JS?

A closure is a func. that remembers & can access variables for its lexical scope, even after the outer function has finished executing

Eg:-

```
function outer() {
    let count = 0;
```

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```
return function inner () {  
  count++;  
  console.log (count);  
};  
  
const increment = outer ();  
increment () // 1  
increment () // 2
```

Q4 What are JS. data types?

There are two types of datatypes in JS.

- 1) Primitive types.
- 2) Reference type

①. Primitives.

- ① Undefined :- type is not defined.
- ② null :- no data.
- ③ boolean :- true or false.
- ④ number :- any numeric value
- ⑤ String :- collection of characters in ""
- ⑥ symbol :- special symbols.
- ⑦ bigint :- an int value, which exceeds normal limit of int.

②. Referential types :-

- ① Objects :- Key val. pairs
- ② Array :- collection of elements.
- ③ functions :- reusable codes./modules.

Q5. What are all the types of pop up boxes available in JS?

→ Types of Popups in JS.

- ①. Alert
- ②. Prompt
- ③. confirm.

①. Alert

Displays a message to the user.

Syntax:-

```
alert (" ABC DEF " );
```

②. Prompt : A

Asks the user for input & returns the entered value.

Syntax:-

```
let userInput = prompt (" Shrinivas " );
```

③. Confirm :-

Asks the user to confirm (ok or cancel)

Syntax:-

```
let isConfirmed = confirm (" Are you Shrinivas " );
```