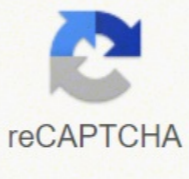




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1. Databinding in angularjs?

Angular remembers the value and compares it to previous value. This is basic dirty-checking. If there is a change in value, then it fires the change event.

The \$apply() method, which is what you call when you are transitioning from non-angular world into angular world, calls \$digest(). A digest is just plain old dirty-checking. It works on all browsers and is totally predictable.

To contrast dirty-checking (angular) vs change listeners (KO, backbone): While dirty-checking may seem simple, and even inefficient, (I will address that later), it turns out that it is semantically correct all the time, while change listeners have lots of weird corner cases and need things like dependency tracking to make it more semantically correct. KO dependency tracking is a clever feature for a problem which angular does not have.

Issues with change listeners:

1. Syntax is atrocious, since browsers do not support it natively, yes there are proxies but they are not semantically correct in all cases, and of course no proxies on old browsers. Bottom line is that dirty-checking allows you to do POJO, whereas KO and backbone force you to inherit from their classes, and access your data through accessors.
2. Change coalescence. Suppose you have an array of items. Say you want to add items into an array, as you are looping to add, each time you add you are firing events on change, which is rendering the UI. This is very bad for performance. What you want is to update the UI only once, at the end. The change events are too fine grained.
3. Change listeners fire immediately on setter, which is a problem, since the change listener can further change data, which fires more change events. This is bad since on your stack you may have several change events happening at once. Suppose you have two arrays which need to be kept in sync for whatever reason. You can only add to one or the other, but each time you add you fire a change event, which now has an inconsistent view of the world. This is a very similar problem to thread locking, which JS avoids since each callback executes exclusively and to completion. Change events break this since setters can have far reaching consequences which are not intended and non obvious, which creates the thread problem all over again. It turns out that what you want to do is to delay the listener execution, and guarantee, that only one listener runs at a time, hence any code is free to change data, and it knows that no other code runs while it is doing so.

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6. What are the core components of Angular 2?
7. What are major changes in Angular 2?
8. What set of modern browsers are supported in Angular 2?
9. What is "JS 6 +A"?
10. What are differences between Constructors and Chain?
11. What are differences between Angular 2 and Angular 1?
12. What are Components Life-Cycles?
13. What is Components in Angular 2?
14. What is Directives in Angular 2?
15. What is Template Angular 2?
16. What are differences between Components and Directives?
17. What is @Inputs in Angular 2?
18. What is Outputs in Angular 2?
19. What is Dependency Injection (DI) in Angular 2?
20. Can you write both Angular 1 and Angular 2 codes in a single project?
21. What are differences between templateUrl and styleUrls?
22. What is RouteParams in Angular 2?
23. What is hidden property in Angular 2?
24. What is router-outlet directive in Angular 2?
25. What is router-config in Angular 2?
26. What is router-link directive in Angular 2?
27. How to import css using system import?
28. How to Load external css style into Angular 2?
29. What are cookies in Angular 2?
30. What is System JS in Angular 2?
31. How to config System.js in Angular 2?



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Top 20 Frequently Asked Angular JS Interview Questions and Answers - 2019

Before going to discuss about interview questions of angular js a brief introduction what is Angular JS?

Angular JS is an open source Model-View-Controller framework which is similar to the JavaScript framework.

Angular JS is probably one of the most popular modern day web frameworks available today. This framework is used for developing mostly Single Page applications. This framework has been developed by a group of developers from Google itself.

Because of the sheer support of Google and ideas from a wide community forum, the framework is always kept up to date. Also, it always incorporates the latest development trends in the market.

Best Angular JS Training Institute

Ok let's start interview Q&A

1. In 30 seconds, define AngularJS.

AngularJS is an open-source JavaScript framework designed for creating dynamic single web page applications with fewer lines of code.

2. Mention some advantages of using AngularJS framework.

Some of the key advantages of using AngularJS framework include:

- It provides a great "desktop-like" experience to the end user.
- By freeing the developer from having to register callbacks manually or write repetitive low-level DOM manipulation tasks, it saves months of development.

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