

---

## Extjs Interview Questions

---

Learning JavaScript Data Structures and Algorithms  
Sql Server - Interview Questions  
Mastering React  
The Design and Evolution of C++  
The Java Tutorial for the Real World  
Web Semantics & Ontology  
Thinking in C++  
Cracking The Programming Interview :  
Getting Started with Storm  
Programming Interviews Exposed  
Ajax in Action  
Transactions on Edutainment X  
Javascript: Object Oriented Programming  
Zabbix Performance Tuning  
A Practical Guide To Quantitative Finance Interviews  
Test Driven Development  
Design Patterns  
Smart and Gets Things Done  
The AWK Programming Language  
Patterns of Enterprise Application Architecture  
Object-Oriented JavaScript  
Effective Java  
Understanding ECMAScript 6  
.NET Design Patterns  
Paradigms of Artificial Intelligence Programming  
Docker for Developers  
Data Structures and Algorithms in Java  
JavaScript  
Concurrency  
Programming Ruby  
Smalltalk Best Practice Patterns  
The Art of Unit Testing  
Data Structures and Algorithms Using Java  
Java Puzzlers  
Programming JavaScript Applications  
CRACKING THE CODING INTERVIEW.  
Ext JS in Action  
Real-World Functional Programming  
Mobile JavaScript Application Development  
Learning Angular 2

*Extjs Interview Questions*

*Downloaded from [bluconnect.hlu.edu.by/guest](http://bluconnect.hlu.edu.by/guest)*

---

### ROCCO RHODES

---

**Learning JavaScript Data Structures and Algorithms** IGI Global

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

**Sql Server - Interview Questions** "O'Reilly Media, Inc."

Concurrency provides a thoroughly updated approach to the basic concepts and techniques behind concurrent programming. Concurrent programming is complex and demands a much more formal approach than sequential programming. In order to develop a thorough understanding of the topic Magee and Kramer present concepts, techniques and problems through a variety of forms: informal descriptions, illustrative examples, abstract models and concrete Java examples. These combine to provide problem patterns and associated solution techniques which enable students to recognise problems and arrive at solutions. New features include: New chapters covering program verification and logical properties. More student exercises. Supporting website contains an updated version of the LTSA tool for modelling concurrency, model animation, and model checking.

Website also includes the full set of state models, java examples, and demonstration programs and a comprehensive set of overhead slides for course presentation.

**Mastering React** Simon and Schuster

Quite simply, test-driven development is meant to eliminate fear in application development. While some fear is healthy (often viewed as a conscience that tells programmers to "be careful!"), the author believes that byproducts of fear include tentative, grumpy, and uncommunicative programmers who are unable to absorb constructive criticism. When programming teams buy into TDD, they immediately see positive results. They eliminate the fear involved in their jobs, and are better equipped to tackle the difficult challenges that face them. TDD eliminates tentative traits, it teaches programmers to communicate, and it encourages team members to seek out criticism. However, even the author admits that grumpiness must be worked out individually! In short, the premise behind TDD is that code should be continually tested and refactored. Kent Beck teaches programmers by example, so they can painlessly and dramatically increase the quality of their work.

**The Design and Evolution of C++** Prentice Hall

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: -How

ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you’re a web developer or a Node.js developer, you’ll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

[The Java Tutorial for the Real World](#) Pearson Education

Take advantage of JavaScript’s power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that’s easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application’s reach through internationalization [Web Semantics & Ontology](#) ORACLE PRESS || PROGRAMMERS MIND USA

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer’s rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

[Thinking in C++](#) Morgan Kaufmann

Awk was developed in 1977 at Bell Labs, and it's still a remarkably useful tool for solving a wide variety of problems quickly and efficiently. In this update of the classic Awk book, the creators of the language show you what Awk can do and teach you how to use it effectively. Here's what programmers today are saying: "I love Awk." "Awk is amazing." "It is just so damn good." "Awk is just right." "Awk is awesome." "Awk has always been a language that I loved." It's easy: "Simple, fast and lightweight." "Absolutely efficient to learn because there isn't much to learn." "3-4 hours to learn the language from start to finish." "I can teach it to new engineers in less than 2 hours." It's productive: "Whenever I need to do a complex analysis of a semi-structured text file in less than a minute, Awk is my tool." "Learning Awk was the best bang for buck investment of time in my entire career." "Designed to chew through lines of text files with ease, with great defaults that minimize the amount of code you actually have to write to do anything." It's always available: "AWK runs everywhere." "A reliable Swiss Army knife that is always there when you need it." "Many systems lack Perl or Python, but include Awk." Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

[Cracking The Programming Interview](#) : Wiley Global Education

Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at [ArtOfUnitTesting.com](#). Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability [Getting Started with Storm](#) John Wiley & Sons

Performance is one of the main issues that every administrator faces at one point or another. This book will help you to identify and mitigate it. The book starts with an introduction to Zabbix and the most common mistakes that are usually overlooked while deploying it. You will discover the

importance of an impressive and easy-to-use front-end and how to develop one, along with comparisons between Apache, Nginx, and lighttpd web servers. Storage, as an important aspect of every deployment, is covered and you will be shown how to choose the right storage system for you and configure it to suit your deployment. Towards the end of the book, you will walk through the intricacies of the operating system; the final piece of the puzzle that holds all the components together. You will then dive into advanced topics including using a specific piece of hardware for each of the components, the Zabbix proxy, and firewall settings. By the end of the book, you will be able to tune your Zabbix implementation to achieve maximum performance.

[Programming Interviews Exposed](#) ORACLE PRESS || PROGRAMMERS MIND USA

Summary Ext JS in Action, Second Edition teaches Ext JS from the ground up. You'll start with a quick overview of the framework and then explore the core components by diving into complete examples, engaging illustrations, and crisp, straightforward explanations. You'll feel like you have an expert guide right at your elbow teaching you important Ext techniques and offering insight into its inner workings. Along the way, you'll learn the best practices for building and scaling full-featured web applications, including how to customize and build Ext widgets. Fully revised for Ext JS 4.0. About this Book Ext JS is a mature JavaScript web application framework that provides modern UI widgets and an advanced MVC architecture. It helps you manage tedious boilerplate and minimize hand-coded HTML and browser incompatibilities. Ext JS in Action, Second Edition starts with a quick overview of the framework and then explores the core components by diving into complete examples, engaging illustrations, and clear explanations. You'll feel like you have an expert guide at your elbow as you learn the best practices for building and scaling full-featured web applications. A working knowledge of JavaScript is assumed. No prior experience with Ext JS is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Building professional web apps with Ext JS Stamping out DOM fragments with templates Customizing and building Ext widgets Masterful UI design Fully revised for Ext JS version 4.0 About the Authors Jay Garcia is a well-known member of the Ext JS community and a contributor to the framework. He wrote Sencha Touch in Action. Grgur Grisogono founded SourceDevCon in London, UK and Split, Croatia. Jacob Andresen is a consultant specializing in large scale internet applications. Table of Contents PART 1 INTRODUCTION TO EXT JS 4.0 A framework apart DOM manipulation Components and containers PART 2 EXT JS COMPONENTS Core UI components Exploring layouts Forms in Ext JS The data store The grid panel Taking root with trees Drawing and charting Remote method invocation with Ext Direct Drag-and-drop PART 3 BUILDING AN APPLICATION Class system foundations Building an application

[Ajax in Action](#) Dave Crane

The inventor of C++ presents the definitive insider's guide to the design and development of the C++ programming language. Without omitting critical details or getting bogged down in technicalities, Stroustrup presents his unique insights into the decisions that shaped C++. Every C++ programmer will benefit from Stroustrup's explanations of the 'why's' behind C++ from the earliest features, such as the original class concept, to the latest extensions, such as new casts and explicit template instantiation. Some C++ design decisions have been universally praised, while others remain controversial, and debated vigorously; still other features have been rejected based on experimentation. In this book, Stroustrup dissects many of these decisions to present a case study in "real object- oriented language development" for the working programmer. In doing so, he presents his views on programming and design in a concrete and useful way that makes this book a must-buy for every C++ programmer. Features Written by the inventor of C++: Bjarne Stroustrup Provides insights into the design decisions which shaped C++. Gives technical summaries of C++. Presents Stroustrup's unique programming and design views

[Transactions on Edutainment X](#) Packt Publishing Ltd

When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages—and disadvantages—of each framework. From there, you can determine which one is best for your project. This book is ideal for web developers familiar with JavaScript, HTML, and CSS. Experience the simplicity of jQuery Mobile for building cross-browser applications Learn how Sencha Touch's architecture, widgets, and blazing-fast rendering engine makes it a good choice for enterprise software Use PhoneGap to package your web app into a native iOS, Android, or Windows Phone application Discover the impact of various HTML5 features on mobile app development Pick up JavaScript productivity tips as you delve into its object orientation, closures, and coding conventions Test and debug your app with a collection of tips, tricks, and tools

[Javascript: Object Oriented Programming](#) Simon and Schuster

Provides information on using Ajax in building Web applications.

[Zabbix Performance Tuning](#) "O'Reilly Media, Inc."

Functional programming languages like F#, Erlang, and Scala are attracting attention as an efficient way to handle the new requirements for programming multi-processor and high-availability applications. Microsoft's new F# is a true functional language and C# uses functional language features for LINQ and other recent advances. Real-World Functional Programming is a unique tutorial that explores the functional programming model through the F# and C# languages. The clearly presented ideas and examples teach readers how functional programming differs from other approaches. It explains how ideas look in F#-a functional language-as well as how they can be successfully used to solve programming problems in C#. Readers build on what they know about .NET and learn where a functional approach makes the most sense and how to apply it effectively in those cases. The reader should have a good working knowledge of C#. No prior exposure to F# or functional programming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

[A Practical Guide To Quantitative Finance Interviews](#) Addison-Wesley

[Data Structures & Theory of Computation](#)

[Test Driven Development](#) John Wiley & Sons

∞ Essential Java Interview Skills--Made Easy! ∞ I mentioned approx 2000+ Java Technical Questions and 200+ Non- Technical Questions for before

the technical round. This book is world's Biggest Java Interview book you ever read. That's why this book is Best-selling book of 2014 in Job Hunting & Campus Interview of Top MNC's. Must See sample of this book or at the end of description please see "Inside Contents" press down key and see how beautiful interview book it is. The main objective of this interview book is not to give you just magical interview question & tricks, I have followed a pattern of improving the question solution with deep Questions-Answers explanations with different interview complexities for each interview problem, you will find multiple solutions for complex interview questions. What Special - In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Freshers, Topics Like- Lambdas, Java 8 Functional interface, Stream and Time API. As a job seeker if you read the complete book with good understanding & seriously, i am 101% sure you will challenge any Interview & Interviewers (Specially Java) in this world. and this is the objective of this book. This book contains more than Two Thousands Technical Java Questions and 200 Non-Technical Questions like before This book is very much useful for I.T professionals and the students of Engineering Degree and Masters during their Campus Interview and academic preparations. If you read as a student preparing for Interview for Computer Science or Information Technology, the content of this book covers all the required topics in full details. While writing the book, an intense care has been taken to help students who are preparing for these kinds of technical interview rounds. Both Physical Paperback and Digital Editions Are Available on LuLu.com & Amazon.com ||Google Books & Google Play Book Stores , Order today and Get a Discounted Copy. According to the Last year and this year Data that we have collected from different sources, More than 5,67,000 students and IT professionals gone through this book and Successfully Cracked their jobs in IT industry and Other industries as well. Don't Forget to write a customer review or comment about this book. For Data structure and Algorithms & C-C++ Interview questions, Read Harry's Upcoming Book- "Cracking the C & C++ Interview" and Cracking the "Algorithms Interview" Tell your friends about this ultimate Java Book. ∞ Inside Topics at a Glance ∞ 01.Preface, Hold On ! First Read It ! It will Help You ! 02.Interview Myths. 03.Convincing them you're right for the job. 04.Can you do the job? 05.Your potential to tackle New Tasks. 06.Employers Love Motivated Employees. 07.The 'Big Five' Questions. 08.Building Rapport and Trust. 09.Ten Effective Answers To Common Questions. 10.The Apple Interview. 11.The Google Interview. 12.The Microsoft Interview. 13.The Yahoo Interview. 14.The Facebook Interview. 15.Interview FAQ'S - I 16.How to Prepare for Technical Questions. 17.Handling Technical Questions in easy way. 18.Top Ten Mistakes Candidates Make. 19.The 16 Most Revealing Interview Questions & Answers. 20.Java Interview Questions & Answers. 350+ Q/A (PART-1) 21.Java Interview Questions & Answers. 350+ Q/A (PART-2) 22.Java Interview Questions & Answers. 250+ Q/A (PART-3) 23.Top 10+ Advance Java Que-Ans for Experienced Programmers. 24.Java Random All-In-One Que-Answers 50+ Q/A (PART- 4) 25.Java Random All-In-One Que-Answers 250+ Q/A (PART- 5) 26.Java Concurrency Interview Que-Answers 27.Java Collection Interview Que-Answers 40+ 28.Java Exception Interview Que-Answers 15+ 29.Java Interview Brain Wash Que & Ans. 201+ Q/A (PART- 6) 30.Java 8 Features for Developers - Lambdas.(PART- 7) 31.Java 8 Functional interface,Stream & Time API. (PART- 8) 32.Java Random Brain Drills Que-Answers 50+ 33.Java Random String Que-Answers 20+ 34.Finally Kick on Java and Say Bye Bye.. 35.Java Coding Standards (Advance) 36.Java Code Clarity/Maintainability/ 37.Java DataBase Issues/Analysis. 38.Dress/Body Appropriately Guidelines By Pictures & Graphics.

**Design Patterns** Packt Publishing Ltd

Master the art of building modern web applications using ReactAbout This Book• Write a complete application in React using an array of supporting

libraries, both specifically React-related and general purpose• Understand what makes React stand apart from the vast majority of JS frameworks available through detailed explanations and concise examples• Explore the React ecosystem and how to integrate React with other modern web technologiesWho This Book Is ForThis book is ideal for web developers possessing strong core JavaScript fundamentals who are also interested in learning what React brings to the architectural table. Previous experience with React or other web frameworks isn't required, but may help.What You Will Learn• Understand the React component lifecycle and core concepts such as props and states• Craft forms and implement form validation patterns using React• Explore the anatomy of a modern single-page web application• Develop an approach for choosing and combining web technologies without being paralyzed by the options available• Create a complete single-page application• Start coding with a plan using an application design process• Add to your arsenal of prototyping techniques and tools• Make your React application feel great using animationsIn DetailReact stands out in the web framework crowd through its approach to composition. This approach yields blazingly fast rendering capabilities. This book will help you understand what makes React special. It starts with the fundamentals and uses a pragmatic approach, focusing on clear development goals. You'll learn how to combine many web technologies surrounding React into a complete set for constructing a modern web application.With this text, you'll blitz the basics then swiftly move on to advanced topics such as form validation and complete application construction. You'll also explore several design activities which will help you develop your web applications with a thoughtful plan. Finally, you'll learn several methods for implementing slick animations using React.Style and approachThis is a comprehensive, hands-on guide that helps you get a solid understanding of the ins and outs of React development.For application development, you will get a high view of the anatomy where you will zoom into each part and make decisions by moving through the application's anatomy; selecting a solution that fits the problem and lines up with your goals.

**Smart and Gets Things Done** Springer

Create scalable, reusable high-quality JavaScript applications and libraries

**The AWK Programming Language** Addison-Wesley Professional

A "good" programmer can outproduce five, ten, and sometimes more run-of-the-mill programmers. The secret to success for any software company then is to hire the good programmers. But how to do that? In Joel on Hiring, Joel Spolsky draws from his experience both at Microsoft and running his own successful software company based in New York City. He writes humorously, but seriously about his methods for sorting resumes, for finding great candidates, and for interviewing, in person and by phone. Joel's methods are not complex, but they do get to the heart of the matter: how to recognize a great developer when you see one.

Patterns of Enterprise Application Architecture Jones & Bartlett Learning

This book is a compressed practical manual on the Java programming language, and consists of 21 lessons.The main features of the Java language are covered in the first half of the book and such advanced topics as working with databases, Java Servlets, JSP, EJB, and JMS are explained in the second half. Most of the lessons from this book come with working applications and setup instructions. The first 10 lessons come with independent applications and the second half of the book leads you through development of a Stock Trading System, the final version of which is designed using Java servlets, JSP, EJB, and JMS. The book also contains technical questions and answers for the Java technical job interviews.