

Q1. What is Conan and what UI problem or paradigm does it address?

Answer:

Q2. Explain the component model in Conan and how components communicate with each other.

Answer:

Q3. How does Conan handle state management for complex applications?

Answer:

Q4. What is Conan's rendering strategy (CSR, SSR, SSG, ISR) and what are the tradeoffs?

Answer:

Q5. How does Conan handle routing and navigation in a single-page application?

Answer:

Q6. How do you fetch data and handle loading/error states in a Conan application?

Answer:

Q7. What performance optimization techniques are specific to Conan (memoization, virtualization, code splitting)?

Answer:

Q8. How do you test components in Conan (unit, integration, snapshot, e2e)?

Answer:

Q9. How do you handle forms and form validation in Conan?

Answer:

Q10. What accessibility (a11y) practices should you follow when building UI with Conan?

Answer: