

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

A: Conan is a component-based library or framework for building interactive user interfaces. It provides a reactive programming model where UI updates automatically when underlying state changes, reducing imperative DOM manipulation.

Q2. How do components communicate in Conan?

A: Parent-to-child communication uses props (one-way data flow). Child-to-parent uses events or callbacks. Siblings share state via a common parent or a global store (Redux, Pinia, Signals). Avoid prop-drilling by using context or state management.

Q3. How does Conan manage state for complex applications?

A: Local component state handles UI-only concerns. Shared state (user auth, cart) lives in a global store with a predictable update pattern (actions, reducers, or mutations). Server state (API data) is managed by libraries like React Query or SWR.

Q4. What rendering strategies does Conan support?

A: Conan supports CSR (browser renders), SSR (server renders HTML on each request), SSG (pages generated at build time), and ISR (pages regenerated on a schedule or on-demand). Choose based on SEO requirements and data freshness needs.

Q5. How does Conan handle client-side routing?

A: Conan's router (built-in or a library like React Router) maps URL paths to components without page reloads. Dynamic segments (`/users/:id`) are parsed and passed as params. Guards or middleware can protect routes requiring authentication.

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

A: Use a data fetching hook or library that returns `{ data, isLoading, error }`. Show a skeleton or spinner while loading, an error message on failure, and the data on success. Avoid fetching in render to prevent waterfalls.

Q7. What performance techniques apply to Conan applications?

A: Code splitting loads only the code needed for the current route. Memoization (useMemo, React.memo) prevents unnecessary re-renders. Virtualization renders only visible list items. Images use lazy loading and next-gen formats (WebP, AVIF).

Q8. How do you handle forms and validation in Conan?

A: Conan manages form state with controlled inputs or a form library (React Hook Form, VeeValidate). Validation runs on blur or submit, displaying field-level error messages. Schema libraries (Zod, Yup) define validation rules declaratively.

Q9. How do you test Conan components?

A: Unit tests check individual component rendering and interactions using a component testing library. Integration tests verify multi-component flows. End-to-end tests (Playwright, Cypress) simulate real user journeys in a browser.

Q10. What accessibility (a11y) practices are essential in Conan?

A: Use semantic HTML (button, nav, main) instead of divs with click handlers. Ensure keyboard navigability (tab order, focus management). Add ARIA roles and labels for dynamic content. Test with a screen reader and run axe or Lighthouse audits.