

Node.js - Interview Sheet

Event loop, streams, clustering, and async error handling

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Top 10 Interview Questions

Q1. Explain the Node.js event loop phases: timers, poll, check, and close callbacks.

Answer:

Q2. What is the difference between `process.nextTick()`, `setImmediate()`, and `setTimeout(() => {}, 0)`?

Answer:

Q3. How does the Node.js cluster module distribute incoming connections across worker processes?

Answer:

Q4. What are Node.js streams? Explain Readable, Writable, Transform, and the significance of backpressure.

Answer:

Q5. What is the difference between CommonJS `require()` modules and ES module import syntax in Node.js?

Answer:

Q6. How do you handle errors in async Node.js code using callbacks, Promises, and `async/await`?

Answer:

Q7. What is the Node.js Buffer class? When is it used vs a regular string?

Answer:

Q8. How do `worker_threads` differ from the cluster module? When should you choose worker threads?

Answer:

Q9. What is the libuv threadpool in Node.js and which operations use it (e.g., `fs.readFile`, `crypto`)?

Answer:

Q10. How do you profile a Node.js application to find CPU bottlenecks using the built-in profiler or `clinic.js`?

Answer: