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[Knockout Js Interview Questions](#)

Below are the list of Top knockout.js interview questions and their answers

Read Top knockout js interview questions

Q1. [What is Knockout JS?](#)

Knockout JS is an open source JavaScript library based on MVVM (Model View ViewModel) pattern that helps you to create rich, responsive display and editor user interfaces with a clean underlying data model. Knockout JS is small light weighted JavaScript library that is mostly used for designing a SPA (Single Page Application).

Q2. [What is the features of Knockout JS?](#)

Key Features of Knockout JS

- Dependency Tracking
- Declarative Binding
- MVVM Design Pattern
- Automatic UI Refresh
- Template Binding
- Written in Pure JavaScript
- Compact Size less than 20 kb.
- Support all modern browsers
- Easy to implement

Q3. [Types of data binding supported by Knockout JS?](#)

Knockout js supported two types of binding

- One-way binding
- Two-way binding

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Q4. [What is an observable in KnockoutJS?](#)

Observables: In KnockoutJS observables are special type of JavaScript objects that can notify subscribers about changes, and can automatically detect dependencies. Observables helps KnockoutJS to update your UI automatically when the view model changes.

Creating an Observable in KnockoutJS

```
var myViewModel = {
  personName: ko.observable('Bob'),
  personAge: ko.observable(123)
};
```

Q5. [What are Components in Knockout JS?](#)

Components are a powerful, clean way of organizing your UI code into self-contained, reusable chunks. They:

- ..can represent individual controls/widgets, or entire sections of your application
- ..contain their own view, and usually (but optionally) their own viewmodel
- ..can either be preloaded, or loaded asynchronously (on demand) via AMD or other module systems
- ..can receive parameters, and optionally write back changes to them or invoke callbacks
- ..can be composed together (nested) or inherited from other components
- ..can easily be packaged for reuse across projects
- ..let you define your own conventions/logic for configuration and loading

Q6. [Describe ViewModel in Knockout Js?](#)

A viewModel in Knockout js is a basic class that is created as JavaScript Function. It is declared as a variable that have member variables and methods.

```
var myViewModel = {
  personName: 'Bob',
  personAge: function(age){
    return age+"years old";
  }
};
```

Q7. [How to check an observable is null in knockout js?](#)

Q8. [How can you format currency in knockout.js](#)

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