

# By OnlineInterviewQuestions.com

## Meteor js Interview Questions

### Q1. What is Meteor?

**Meteor** is a full-stack JavaScript platform for developing modern web and mobile applications. It allows for rapid prototyping and produces cross-platform i.e. Android, iOS, Web code.

### Q2. What are the advantages of Meteor over other Javascript frameworks?

The **advantage of Meteor** over other Javascript frameworks is that it accelerates the development process and provides access to wide-ranging libraries. It Allows Usage of a single language and offers the facility for Real-Time applications by default.

### Q3. Who is behind Meteor Js?

**Meteor** is developed by Meteor Software which was a startup incubated by Y Combinator. Meteor was founded by **Geoff Schmidt**.

### Q4. What is Ejson in Meteor?

**EJSON** is an extension of JSON in order to support more types in Meteor. It supports all JSON-safe types as well as the Date and Binary types.

### Q5. Explain how Fibers make it easier to work with Meteor than MEAN?

Using **Fibers** we can modify an asynchronous function, to write synchronous like code. In Meteor server-side code, the first-class support means that Meteor Promises play nicely with Fibers/Futures, which makes it possible to mix the sync-style coding we've become used to with the more mainstream Promise-based coding.

### Q6. When should you use wrapAsync or bindEnvironment?

**Meteor.wrapAsync** takes in the method you give it as the first parameter and runs it in the current fiber. The

callback is bound with Meteor.bindEnvironment and blocks the current Fiber until the callback is fired.

### **Q7. What is the oplog used for? Which advantages does it bring?**

The **OpLog** ensures that updates scale, since each update only appends to a local per-core log, incurring no lock contention or cache line transfers. Thus the advantage is that the logging and deferred execution can be transparently applied to a wide variety of existing operations.

### **Q8. What is a reactive data source and how does it differ from a non-reactive data source?**

The **reactive data sources** need something to “listen” to them when they signal a change. Whereas **Non reactive data** collection is conducted in a naturalistic setting in such a way that persons studied are not aware of it.

### **Q9. How can you ensure that sensitive data is only sent out to authorized clients?**

You can ensure that sensitive data is only sent out to authorized clients by:

- Knowing what personal information you have in your files and on your computers.
- Protecting the system and server.
- Keeping note of authorized customers regularly.
- Always create a backup plan for any misadventure.

### **Q10. What means to implement proper authorization (not authentication) would you use for a multi-customer application?**

To implement proper authorization (not authentication) you must use **OpenID Connect (OIDC) Protocol and OAuth 2.0 Authorization** for a multi-customer application.

### **Q11. What's your preferred routing package? Why do you prefer it?**

**Border Gateway Protocol (BGP)** is the preferred routing package as it is the Best Path Selection Algorithm which is used to select the best routes for data packet transfers.

### **Q12. How many packages have you built? Can I see them?**

We have built several packages.

**Q13. Where do you put API keys and credentials for OAuth providers? (Do they know settings.json or service-configuration)**

API key and credentials for OAuth providers are kept in google cloud and the google API console.

**Q14. What Is Blaze In Meteor?**

**Blaze** is Meteor's built-in reactive rendering library for creating user interfaces by writing reactive HTML templates. It eliminates the need for all the “update logic” in your app that listens for data changes and manipulates the DOM.

**Q15. What is tracker in Meteor?**

A **tracker** is a tracking system in Meteor which allows it to automatically rerun templates and other computations whenever Session variables, database queries, and other data sources change.

**Q16. How sessions created and destroyed in Meteor?**

The **session** provides a global object on the client that you can use to store an arbitrary set of key-value pairs. It is a documentation of Meteor's client-side session API. Thus it can be created and destroyed using it.

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