**Rem Vs Em**

Rem : it is root em in which it represents the font size of the root element which is (HTML). Any child element uses rem will be calculated from html root size ,it doesn’t care about parent element size.

Em: it represents the font size depending on the parent element size any child element uses em will be calculated from parent element size.

**CSS position property**

it specifies or sets the type of the positioning for the element in the document, it has five different values : 1- static ( the default value according to the flow of document where the top , right , left, and bottom has no effect ) , 2- relative ( relative according to the flow of document , however setting the top, right, bottom, and left properties effects the element position) , 3- absolute( removed from the normal flow and the element is positioned relative to the nearest or closest positioned ancestor ), 4- fixed( the element is positioned relative to the viewport, where it will stays in the same place even if the page is scrolled.) 5- sticky( element is positioned according to the scrolling position of the user)

**for loop Vs while loop**

for loop is used when the number of iteration is known , incrementation is done when the statement is executed.

While loop is used when number of iteration is unknown , incrementation is done before or after the execution of the statement

**Object methods**

create() :Creates a new object with the specified prototype object and properties.

entries() : Returns an array containing all of the [key, value] pairs of a given object's own enumerable string properties.

freeze() : Freezes an object so nothing in the code can delete or change its properties.

keys() : Returns an array containing the names of all of the given object's own enumerable string properties.

values() :Returns an array containing the values that correspond to all of a given object's own enumerable string properties.

seal() : Prevents other code from deleting properties of an object.

assign() :Copies the values of all enumerable own properties from one or more source objects to a target object.

There are much more methods , but these are the most common used ones .

**Arrow Vs Regular function**

Arrow function doesn’t have their own (this) property while the regular function has , arguments objects are not available in arrow functions, however they are available in regular functions, the arrow functions are only callable and not constructible while the regular function is both callable and constructible.

**Object Vs instance OOP**

Object is a unique entity that contains properties and methods, in oop the object is an instance of a class. The class = the blue print. The Object is an actual thing that is built based on the ‘blue print’. An instance is a virtual copy (but not a real copy) of the object.