JavaScript Fundamentals Roadmap

1. Introduction to Programming

- What is Programming?
- Why Learn Programming?

2. Difference Between Compiled and Interpreted Languages

- How Compilation Works
- How Interpretation Works
- Examples of Compiled vs Interpreted Languages

3. Introduction to JavaScript

- What is JavaScript and Why Use It?
- History of JavaScript

4. How JavaScript Works

- JavaScript Engine
- Execution Context
- Call Stack

5. How JavaScript Code is Executed

- Step-by-step Execution of JS Code
- Understanding Single-Threaded Behavior

6. Setting Up JavaScript

- Using the Browser Console
- Setting Up VS Code for JavaScript
- Installing and Using Node.js

7. Writing Your First JavaScript Program

The "Hello, World!" Program

8. Variables and Data Types

- Declaring Variables (var, let, const)
- Difference Between var, let, and const
- Primitive Data Types (String, Number, Boolean, Null, Undefined, Symbol, BigInt)
- Type Conversion (Implicit & Explicit)
- Checking Data Type (typeof Operator)

9. Operators in JavaScript

- Arithmetic Operators (+, -, *, /, %, **)
- Comparison Operators (==, ===, !=, !==, >, <, >=, <=)
- Logical Operators (&&, | |, !)
- Assignment Operators (=, +=, -=, *=, /=, %=, **=)
- Unary Operators (++, --, typeof)

10. Control Flow (Conditional Statements & Loops)

- if, else if, else
- Ternary Operator (condition ? trueValue : falseValue)
- switch Statement
- Entry Controlled and Exit Controlled Loops
- for Loop
- for...in Loop
- for...of Loop
- while Loop
- do-while Loop
- break and continue Statements

11. Functions in JavaScript

- Function Declaration vs Function Expression
- Arrow Functions (() => {})
- Function Parameters & Default Values
- Function Parameters vs Arguments
- Returning Values from Functions
- Immediately Invoked Function Expressions (IIFE)
- Callback Functions

• Hoisting (Variables and Functions)

12. JavaScript Data Structures

Arrays

- Creating Arrays ([], new Array())
- Array Methods (push, pop, shift, unshift, splice, slice, concat, map, filter, reduce)

Objects

- Creating Objects ({ key: value })
- Accessing Properties (dot notation, bracket notation)
- o Adding, Updating, and Deleting Properties
- Object Destructuring

13. Asynchronous JavaScript (Basics)

- Synchronous vs Asynchronous Execution
- Callbacks & Callback Hell
- Promises (resolve, reject, .then, .catch)
- async & await

14. JavaScript ES6+ Features

- Template Literals (Hello \${name})
- Destructuring (Array & Object Destructuring)
- Spread & Rest Operators (...)
- Default Parameters in Functions
- Modules (import / export)

15. Advanced JavaScript Concepts

- Higher-Order Functions (Functions as Arguments & Return Values)
- this Keyword & How It Works
- Prototypes & Prototype Inheritance