**Beginner Level**

1. **Print "Hello, World!" to the console.**
2. **Declare and assign variables of different data types.**
3. **Write a function that returns the sum of two numbers.**
4. **Create a function that checks if a number is even or odd.**
5. **Write a loop that prints numbers from 1 to 10.**
6. **Create an array and iterate through it using a loop.**
7. **Write a function that reverses a string.**
8. **Create an object with properties and access them.**
9. **Convert a string to uppercase.**
10. **Create a function that checks if a word is a palindrome.**

**Intermediate Level**

**11. Write a function that finds the largest number in an array.**

**12. Implement a basic calculator using functions.**

**13. Create a program that sorts an array of numbers.**

**14. Write a function that removes duplicates from an array.**

**15. Implement a simple countdown timer.**

**16. Create a function that finds the factorial of a number.**

**17. Write a function that checks if a number is prime.**

**18. Implement a function that finds the Fibonacci sequence up to N numbers.**

**19. Create a program that shuffles an array.**

**20. Write a function that finds the longest word in a string.**

**Advanced Level**

**21. Implement a function that deep clones an object.**

**22. Write a function that implements a basic debounce mechanism.**

**23. Create a function that flattens a nested array.**

**24. Implement a simple event emitter.**

**25. Write a function that performs binary search on a sorted array.**

**26. Create a program that implements a simple caching mechanism.**

**27. Implement a basic pub/sub system.**

**28. Write a function that detects circular references in an object.**

**29. Create a function that generates a random password.**

**30. Implement a simple to-do list using JavaScript.**

**Expert Level**

**31. Implement a basic web scraper using JavaScript.**

**32. Write a function that simulates async/await behavior using Promises.**

**33. Create a function that implements a simple state management system.**

**34. Implement a basic drag-and-drop feature using JavaScript.**

**35. Create a function that converts a JSON object into a query string.**

**36. Implement a function that performs memoization.**

**37. Write a function that creates a simple HTTP request using Fetch API.**

**38. Implement a basic chatbot using JavaScript.**

**39. Create a function that compresses and decompresses strings.**

**40. Implement a basic WebSocket client.**

**Master Level**

**41. Build a simple web server using Node.js.**

**42. Implement a custom Promise class.**

**43. Write a function that creates a simple virtual DOM.**

**44. Implement an LRU (Least Recently Used) cache.**

**45. Create a function that detects and handles memory leaks.**

**46. Build a simple authentication system using JavaScript.**

**47. Implement a function that handles infinite scrolling.**

**48. Create a simple AI-powered recommendation system.**

**49. Implement a function that parses and evaluates mathematical expressions.**

**50. Build a mini JavaScript game (e.g., Snake or Tic-Tac-Toe).**