■ 30 Days JavaScript Learning Plan

WEEK 1: CORE BASICS
Day 1: Intro to JavaScript, Variables, Data types → Task: Print name, age, city
Day 2: Operators, Type conversion → Task: Calculator
Day 3: Strings & methods → Task: Reverse a string, count vowels
Day 4: Conditionals → Task: Grade calculator
Day 5: Loops → Task: Multiplication table
Day 6: Functions → Task: Factorial, prime check, palindrome
Day 7: Scope & Hoisting → Project: Calculator

WEEK 2: ARRAYS & OBJECTS
Day 8: Arrays basics → Task: Shopping list
Day 9: Iteration, map/filter/reduce → Task: Array practice
Day 10: Objects basics → Task: Student object
Day 11: Spread & Rest → Task: Merge arrays
Day 12: Nested objects → Task: Students with subjects
Day 13: Date & Math → Task: Number guessing game
Day 14: Revision → Project: To-do list

WEEK 3: DOM & EVENTS
Day 15: DOM selectors → Task: Change heading text
Day 16: Modify content/style → Task: Background changer
Day 17: Events → Task: Key press detector
Day 18: Create/remove elements → Task: Dynamic list
Day 19: Forms & validation → Task: Form validation
Day 20: DOM project → Project: Counter/Digital clock
Day 21: BOM basics → Task: Greeting app

WEEK 4: ADVANCED & PROJECTS
Day 22: Callbacks, HOF → Task: Function as argument
Day 23: Promises, async/await → Task: Fetch API data
Day 24: Event loop, setTimeout/Interval → Task: Digital clock
Day 25: Closures, this → Task: Counter with closure
Day 26: Prototypes, Classes → Task: Car class
Day 27: LocalStorage & SessionStorage → Task: Save to-do list
Day 28: Error handling → Task: API error handling
Day 29: Revision → Project: Weather App
Day 30: Final Project: Quiz App / Notes App / Expense Tracker