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#### ☐ ADVANCED JAVASCRIPT

## **□**Closures

A closure is when a function "remembers" its outer scope even after the outer function has finished executing.

### **Example:**

javascript

CopyEdit

function outer() {

```
let count = 0;
return function inner() {
  count++;
  console.log(count);
};
}
const counter = outer();
counter(); // 1
counter(); // 2
Use closures for data privacy and function factories.
```

## **☑**Asynchronous JavaScript

### • Callbacks:

```
javascript
CopyEdit
function fetchData(callback) {
setTimeout(() => {
 callback('Data loaded!');
}, 1000);
}
fetchData(data => console.log(data));
    • Promises:
javascript
CopyEdit
const promise = new Promise((resolve, reject) => {
resolve('Success!');
});
promise.then(data => console.log(data));
    • Async/Await:
javascript
CopyEdit
```

```
async function getData() {
  let res = await fetch('https://api.example.com');
  let data = await res.json();
  console.log(data);
}
getData();
```

### **BES6+ Features**

- let & const
- Arrow functions: const add = (a,b) => a+b
- Destructuring: const {name, age} = user
- Spread/Rest: [...arr] or (...args) => {}
- Default parameters: function(x=1){}
- Template literals: `Hello \${name}`

### **⚠**Modules & Imports

```
Modularize your code:

javascript

CopyEdit

// math.js

export function add(x, y) { return x + y; }

// app.js

import { add } from './math.js';
```

#### **5**The Event Loop

JavaScript is single-threaded; the **Event Loop** handles async tasks (microtasks, macrotasks). Understand setTimeout, Promises, and how the call stack & callback queue work.

### **⊡**rototypes & Inheritance

JavaScript uses prototypal inheritance.

```
javascript
CopyEdit
function Person(name) {
  this.name = name;
}
Person.prototype.greet = function() {
  console.log(`Hello, ${this.name}`);
};
const john = new Person('John');
john.greet();
```

## **T**Error Handling

• try...catch blocks:

```
javascript
CopyEdit
try {
  throw new Error('Oops!');
} catch(e) {
  console.error(e.message);
}
```

• Use finally for cleanup.

## **&**Design Patterns Basics

Understand patterns like:

- Module pattern
- Singleton pattern
- Observer pattern
- Factory pattern

## **¹**Testing & Debugging Tips

• Use console.log() or debugger

- Jest for unit testing
- Chrome DevTools for step debugging & network inspection

## 10 Best Practices & Resources

- ✓ Keep code modular
- ✓ Use ESLint or Prettier
- ✓ Handle errors gracefully
- ✓ MDN Web Docs, JavaScript.info

## **②** ADVANCED CSS

### **F**lexbox Deep Dive

Master alignment, ordering, and distribution.

CSS

```
CopyEdit
.container {
 display: flex;
 justify-content: space-between;
 align-items: center;
}
```

Properties: flex-direction, flex-wrap, flex-basis, flex-grow.

## **ECSS Grid Layout**

```
Powerful 2D layout system.
```

```
CSS
CopyEdit
.container {
 display: grid;
 grid-template-columns: repeat(3, 1fr);
 grid-gap: 20px;
}
```

Combine Grid & Flexbox for advanced layouts.

### **B**CSS Variables

```
Reusable values!

css

CopyEdit

:root {

   --main-color: #3498db;
}

.button {

   color: var(--main-color);
}
```

## **⚠** Advanced Selectors

- :nth-child(), :not(), [attribute^="val"]
- Combinators: >, +, ~

### **■**Animations & Transitions

```
css
CopyEdit
.box {
  transition: transform 0.3s ease;
}
.box:hover {
  transform: scale(1.1);
}
@keyframes fadeIn {
  from { opacity: 0; }
  to { opacity: 1; }
}
```

## **€**Responsive Design & Media Queries

```
css
CopyEdit
@media (max-width: 768px) {
  body { font-size: 14px; }
}
Use relative units (em, rem, %).
```

### **™**CSS Architecture

Organize code:

- **BEM:** Block\_\_Element--Modifier
- SMACSS, OOCSS: Write reusable, modular styles.

### **&CSS** Preprocessors

```
SASS/SCSS: Variables, nesting, mixins.
```

SCSS

CopyEdit

```
$main-color: #333;

.nav {

background: $main-color;
}
```

## **1**Performance Tips

- Minify CSS
- ✓ Use critical CSS
- ✓ Avoid excessive specificity
- Combine and compress assets

## 10 Helpful Tools & Resources

- ✓ MDN CSS, CSS-Tricks
- ✓ Can I Use (browser support)

Flexbox Froggy & Grid Garden (games!)

✓ PostCSS, Autoprefixer

# 🗱 Final Tip