 Feynman Writing Prompts - Write out explanations of the following concepts like you are explaining it to a 12 year old. Doing this will help you quickly discover any holes in your understanding. Ask your questions on Slack.

* Callback Functions
  + This involves passing in a function as a argument to another function and this is done when you invoke a method. Basically, you can pass a function as an argument of another function. The function you pass in will then be called (callback) at some point in function or method the callback function is in.
* Closure
  + Functions can also return functions that have been passed in. When you return a function from a function, the function that gets returned remembers the scope of the function it returned from or where it was written.
* Arguments
  + Arguments are the values that you pass as the parameters for things like objects, constructors, functions, and methods. Methods or functions can have as few or as many arguments as needed. If you don’t know how many arguments you need, you can use the Arguments object to pass in as many or few without having to match the parameters of the function.
* Recursion
  + Recursion is all about breaking the problem into smaller parts until you reach the base level or the smallest parts which can be solved easily. In code, this means calling the same function or method over and over again, each time making the problem simpler in the process until you reach the simplest point the problem can go. You then solve the problem in its simplest broken down form and then begin to call back to the each part you split and solve those parts using the solution found during the simplest point of the problem. You continue to call back until you reach the original problem which is then easily resolved.
* Prototype
  + Every Javascript function has a prototype property by default. Another way to add a method to an already existing constructor. The prototype is linked to the constructor and so any object is that is created with the constructor will automatically inherit or run the line of code in the prototype connected to the constructor. Prototypes ensures that there is only one function that all the objects share in memory rather than having every object have its own function. This is essentially a form of inheritance where new objects inherit the prototype properties of its parent object.
* Constructors
  + Constructors is basically a method that can be used to create a new object and save the object under a variable name. Used to build a objects and are especially useful when dealing with large amounts of data. It allows you to create new objects efficiently without having to code in each property again and again. Objects made from the object constructor will inherit or get the prototype property of the object.