

- 1) GEC → Hoisting
- 2) Event loop
- 3) Closures → ^{E, C, D, T, 2} functional component
- 4) Currying
- 5) promises → methods
- 6) prototype, polyfill
- 7) call, apply, Bind
- 8) This keyword → examples
- 9) LS VS SS
- 10) map VS obj
- 11) micro front ends
- 12) data types → tell also abt why type of null is obj
- 13) Shallow VS deep copy
- 14) Null VS undefined → legacy bug type tag 0x00
- 15) guess the dp questions
- 16) debounce, throttling
- 17) event ~~bubbling~~ propagation, event stop propagation
- 18) filter, map, for each, reduce
- 19) var, let, const
- 20) scope chaining
- 21) shadowing
- 22) ES6 features
- 23) types & scopes
- 24) lexical scope
- 25) MO
- 26) HTTP methods
- 27) Fetch → ^{async} ^{try} ^{catch}
- 28) axios
- 29) authorization VS authentication
- 30) slice, splice
- 31) pop, push, shift, unshift
- 32) includes, indexOf
- 33) arrow functions
- 34) destructuring
- 35) == VS ===
- 36) 5 points for undefined
- 37) implicit coercion
- 38) + & - / *
- 39) bubbling delegation

JS Coding:

- 1) Flatten obj with prefix
- 2) Anagram \rightarrow Split, sort, join
- 3) Currying for n elements
- 4) remove duplicates & sort
- 5) Sort \rightarrow for loop $\begin{matrix} \text{for } i = 0, \dots, n-1 \\ \text{for } j = i+1, \dots, n-1 \end{matrix} \rightarrow$ swap for ascending
 $< \rightarrow$ descending
- 6) Sort based on a value or date
- 7) Fibonacci
- 8) Flattening with depth \rightarrow depth > 0
depth $- 1$
- 9) bounce & throttling
- 10) Find pairs which sum to target \rightarrow for loop like sort
- 11) min & max \Rightarrow Sum \rightarrow ~~single~~ for loop
- 12) deep clone
- 13) alphabet sort \rightarrow sort(a, b) \Rightarrow a.toLowerCase()
localCompare(b.toLowerCase())
- 14) Substring \rightarrow str.substring(start, end)
 \hookrightarrow exclusive

React

- 1) Virtual DOM → Reconciliation → Diffing
- 2) useContext → prop drilling, global state management
- 3) useCallback, useMemo
- 4) React.memo
- 5) lazy loading / code splitting
- 6) custom hooks
- 7) unidirectional flow
- 8) useEffect, mount, update, unmount
- 9) useReducer vs useState
- 10) class vs functional
- 11) ~~React Saga~~ → ~~Thunk~~
- 12) React Fiber → Pawan's Kalyan
- 13) React version → (18)
- 14) useRef → controlled component, uncontrolled components
- 15) useNavigate
- 16) what is JSX
- 17) uses of React over other AVue,
- 18) Routing → use Navigate
- 19) why react can't return multiple elements

improve performance

new elements about

1) return new elements
2) reconciliation has root elements

→ JSX

React coding:

- 1) fetch with url & display table
- 2) useEffect
- 3) usecallback & useMemo
- 4) useReducer
- 5) practice. fetch & Table
- 6) To do list

19) React error bounding

20) unit testing → Basic

21) Firebase auth - Basic


22) CI/CD - Basic

23) Internationalization - Basic

24) SSR - Next.js → React based frameworks with ^{with req & res} _{asynchronous}

25) useLayoutEffect → Render → Browser paint → useEffect
↳ Render → useEffect → Browser paint
↳ synchronous

CSS Coding

- 1) Pseudo class → state or position :
- 2) Pseudo element → part of element or insert ::
- 3) Box Model → describes how HTML element → 
- 4) Flex Box → feature to align item inside a container
1-dimension, row or column
- 5) Media queries → help to determine what to apply
based on screen size, type, resolution
- 6) selectors → pattern based on which styles are applied
- 7) positions → property to shift element in DOM based
on T, L, B, R
- 8) why mobile first.
 - ↳ more people
 - ↳ SEO
 - ↳ avoid bloated mobile version

HTML

- 1) Image map
- 2) Semantic elements
- 3) HTML5 features
- 4) accessibility → lighthouse → aria - , aria-live
- 5) form validations
- 6) form Data API
- 7) LL, SS, Indexed DB

Redux:

✓ 1) Flow → architecture

store → S, D \xrightarrow{A} R

✓ 2) Redux thunk

✓ 3) Redux toolkit → create async thunk

✓ 4) Redux Saga → create slice
→ configure store

↳ Redux Saga → is a library which use generator function from JS. to handle async code.

↳ we can pause the code & restart.

↳ Pause → retry → restart

↳ yield & put. ~~at~~ call methods.

↳ debouncing → add delay

↳