

JavaScript

1. Variables
2. Data types
3. Null and Undefined
4. Var, let, const
5. Scope
6. Hoisting
7. Functions
8. reg function
9. Arrow function
10. Callback
11. Synchronous
12. Asynchronous
13. Callback Hell
14. Promise
15. Promise states
16. Promise methods
17. Async/await
18. Error handling (Try Catch Finally)
19. Event handling
20. Event Bubbling
21. Event Capturing
22. Event Propagation
23. Event Delegation
24. DOM manipulation
25. JSON
26. JSON methods (parse, stringify)
27. Arrays and Array Methods (map, reduce, filter, forEach, flatMap, every, some, find, findIndex)
28. Objects
29. Prototype
30. Object Methods (seal, freeze, keys, assign)
31. Deep Copy
32. Shallow Copy

33. Type Casting
34. Type Coercion
35. Shadowing
36. Identifier
37. Lexical Scope
38. Closures
39. Higher Order Function
40. Pure function
41. Unary Operator
42. Spread Operator
43. Rest Parameter
44. Optional Chaining
45. Nullish Operator
46. Memoization
47. IIFE (Immediately Invoked Function Expression)
48. Currying
49. ES6 features (e.g., Arrow Functions, Classes, Modules, Spread/Rest Operators,
50. Template Literals, Tagged Templates, Symbol, BigInt)
51. Semantic tags
52. Local Storage
53. Temporal Dead Zone
54. $(e) \Rightarrow \{e\}$ vs $(e) \Rightarrow (e)$
55. Array Flattening
56. FlatMap
57. Week Map
58. Week Set
59. Set
60. Prototypal Inheritance
61. Proxy Object
62. Generator Functions
63. Recursion
64. Call, Apply, Bind
65. setInterval
66. setTimeout
67. setImmediate

68. Process.nextTick
69. BOM (Browser Object Model)
70. Ajax
71. Shallow copy
72. Deep copy
73. Weak map
74. Weak set
75. Single-threaded
76. Immutable Data Structures
77. Testing (Unit Testing, Integration Testing)
78. Debugging Techniques
79. Performance Optimization
80. Progressive Web Apps (PWAs)
81. Security Practices (Cross-Site Scripting, Cross-Origin Resource Sharing)
82. Functional Programming Concepts (Immutability, Higher-order Functions)
83. Design Patterns (Factory, Singleton, Observer, etc.)
84. Iterators and Generators
85. RegExp (Regular Expressions)
86. Symbol
87. BigInt
88. Web APIs (e.g., Fetch API, Web Storage API, Web Workers API)
89. Microtask Queue and Macrotask Queue in Event Loop
90. WebSockets Communication
91. Memoization
92. Functional Programming Concepts (Immutability, Higher-order Functions)
93. Design Patterns (Factory, Singleton, Observer, etc.)
94. Testing (Unit Testing, Integration Testing)