

# Road to Greatness in Js

## Basics

### Variables

Let, Const, Var, Differences Between Them

Scoping Of Var Let And Const

### Types

Types - Primitives And Reference Types In Js

Typeof Operator

### Conditionals

If Else Else-If In Js      Truthy And Falsy Values In Js

Ternary Operator      == And ===

### Loops

For, While, Foreach, For-In, For-Of Loop In Js

### Functions

Functions, Understand About ES5 & ES6 Types Of Fncs

Higher Order Functions      First Class Functions      First Order Fncs

Functions, Understand About ES5 & ES6 Types Of Fncs

Constructor Functions      New Keyword      Return

## Basics

### Arrays

Basics Of Arrays, How They Are Made And How To Access Their Indexes

How Arrays Are Objects

Push, Pop, Shift, Unshift

Filter, Reduce, Sort

### Objects

Basics Of Objects, How Many Ways To Create Object In Js

How Js Objects Are Different As Compared To Objects In Different Langs.

Properties Vs Methods In Objects In Js

Accessing Objects Properties Two Ways

Dot Notation

Array Bracket Way      Freeze Object

Delete An Object Property

Prototype & Prototypal Inheritance



# Intermediate

Strict Mode JS    !! Double Exclamation

This Keyword, Call, Apply, Bind

What Are Lambda Functions, Pure Functions

Currying    Temporal Dead Zone

Closures    Memoization    Sync Vs Async JS

IIFE

Local Storage & Session Storage    Cookie    Session

What Are Events    Callback Fncs    Promises, Async & Await

Event Bubbling    Event Loop    CORS

Lexical Environment    Execution Context

Async Vs Sync    OOPS In JS

# Interview Bible

Scoping Of Var Let And Const

Truthy And Falsy Values In Js

== And ===

Higher Order Functions

First Class Fncs

First Order Fncs

Constructor Functions

Filter, Reduce, Sort

Accessing Objects Properties Two Ways

Delete An Object Property Freeze Object

Prototype & Prototypal Inheritance

Strict Mode JS Hoisting

This Keyword, Call, Apply, Bind

What Are Lambda Functions

Temporal Dead Zone Closures

Sync Vs Async JS Callback Fncs Promises, Async & Await

Event Loop Static Vs Dynamic Typed

Window Object