

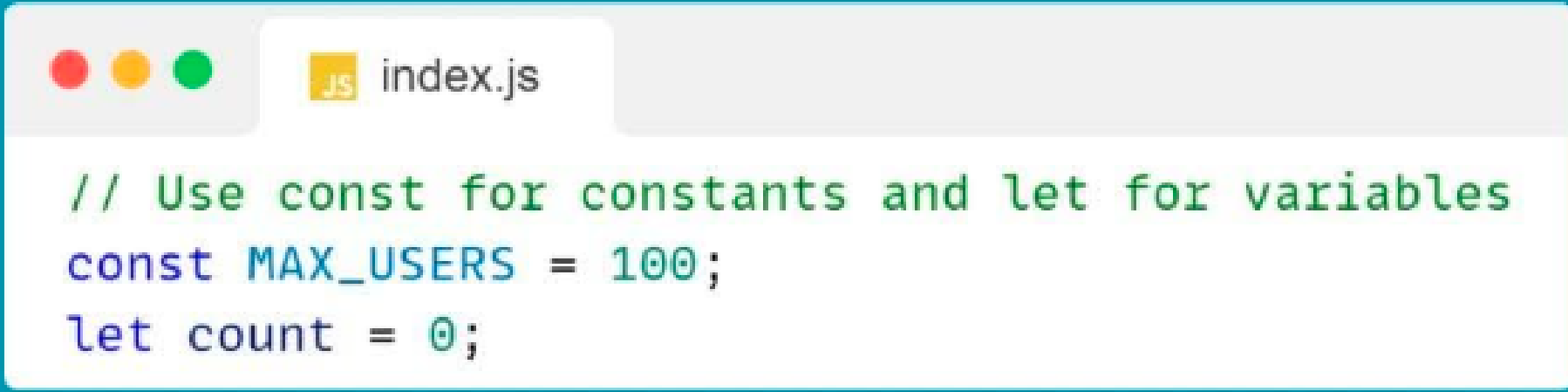
ENHANCE YOUR JAVASCRIPT CODE SPEED



1. Use **let** and **const** Instead of **var**

- Why?
 - var has function scope, leading to potential memory leaks.
 - let and const provide block scope, which helps reduce bugs.

Example:



```
// Use const for constants and let for variables
const MAX_USERS = 100;
let count = 0;
```

2. Minimize **DOM** Manipulations

- Why?
 - DOM access is slow, so minimize changes and reflows..
- Tips:
 - Use DocumentFragment for batch operations.
 - Cache DOM queries.

Example:

```
index.js

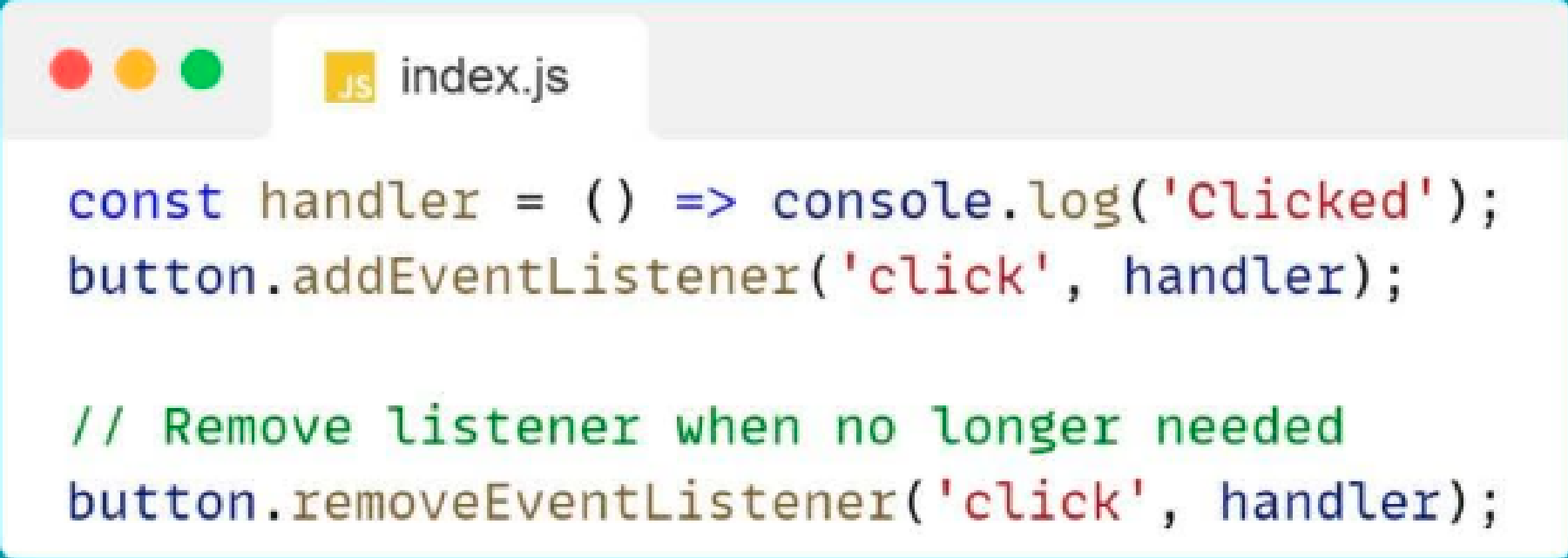
// Cache DOM element
const list = document.getElementById('list');

// Use DocumentFragment for multiple additions
const fragment = document.createDocumentFragment();
for (let i = 0; i < 100; i++) {
  const item = document.createElement('li');
  item.textContent = `Item ${i}`;
  fragment.appendChild(item);
}
list.appendChild(fragment);
```

3. Avoid Memory Leaks

- Why?
 - Unused variables or event listeners can cause memory issues.
- Tips:
 - Use WeakMap or WeakSet for objects you want garbage collected.
 - Remove event listeners when they are no longer needed.

Example:



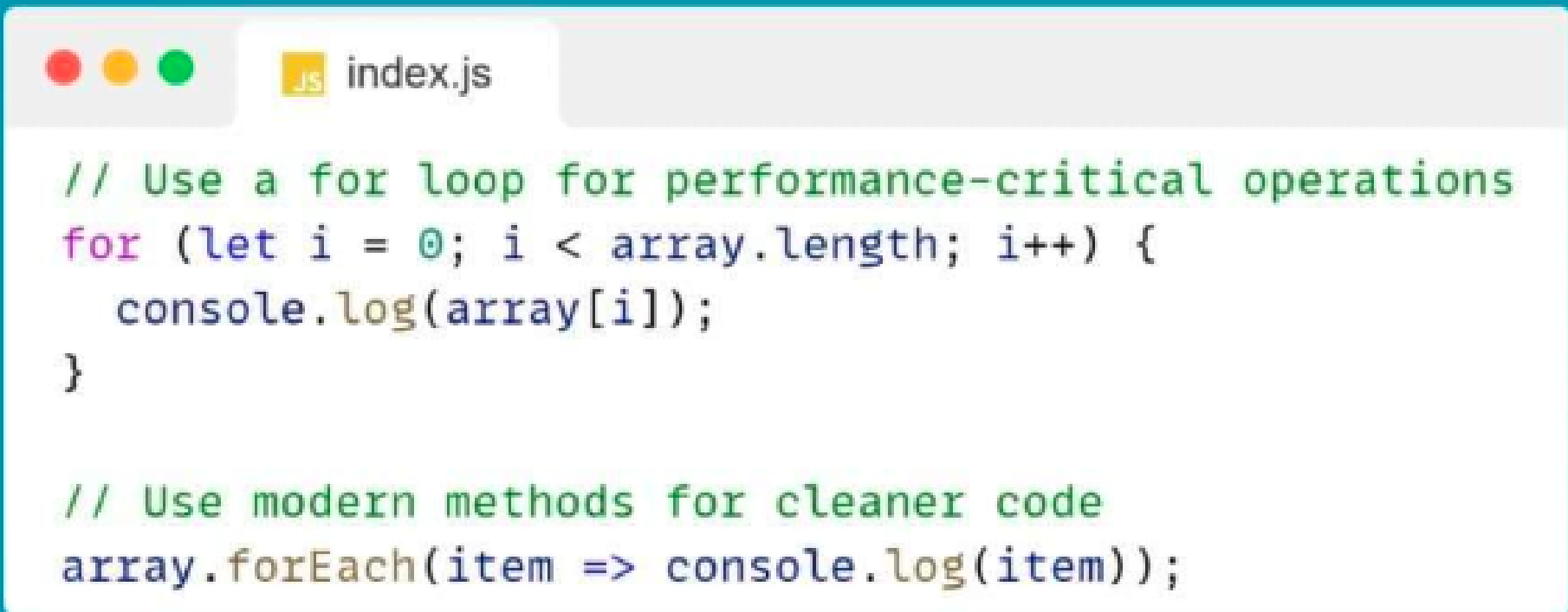
```
const handler = () => console.log('Clicked');
button.addEventListener('click', handler);

// Remove listener when no longer needed
button.removeEventListener('click', handler);
```

4. Optimize **Loops**

- Why?
 - Loops can be computationally expensive. Use the most efficient type.
- Tips:
 - For loop: Most efficient for arrays.
 - Array methods: Use `forEach`, `map`, or `reduce` for cleaner code.

Example:

A code editor window titled 'index.js' with a yellow 'JS' icon. It contains two code snippets. The first snippet is a 'for' loop that iterates over an array and logs each element. The second snippet uses the 'forEach' method for a cleaner approach.

```
// Use a for loop for performance-critical operations
for (let i = 0; i < array.length; i++) {
  console.log(array[i]);
}

// Use modern methods for cleaner code
array.forEach(item => console.log(item));
```

6. **Lazy Load** Images and Components

- Why?
 - Improves initial load time.

Example:

A code editor window with a title bar containing three colored circles (red, yellow, green) and a tab labeled 'index.js'. The editor area shows the following HTML code:

```

```

```

```

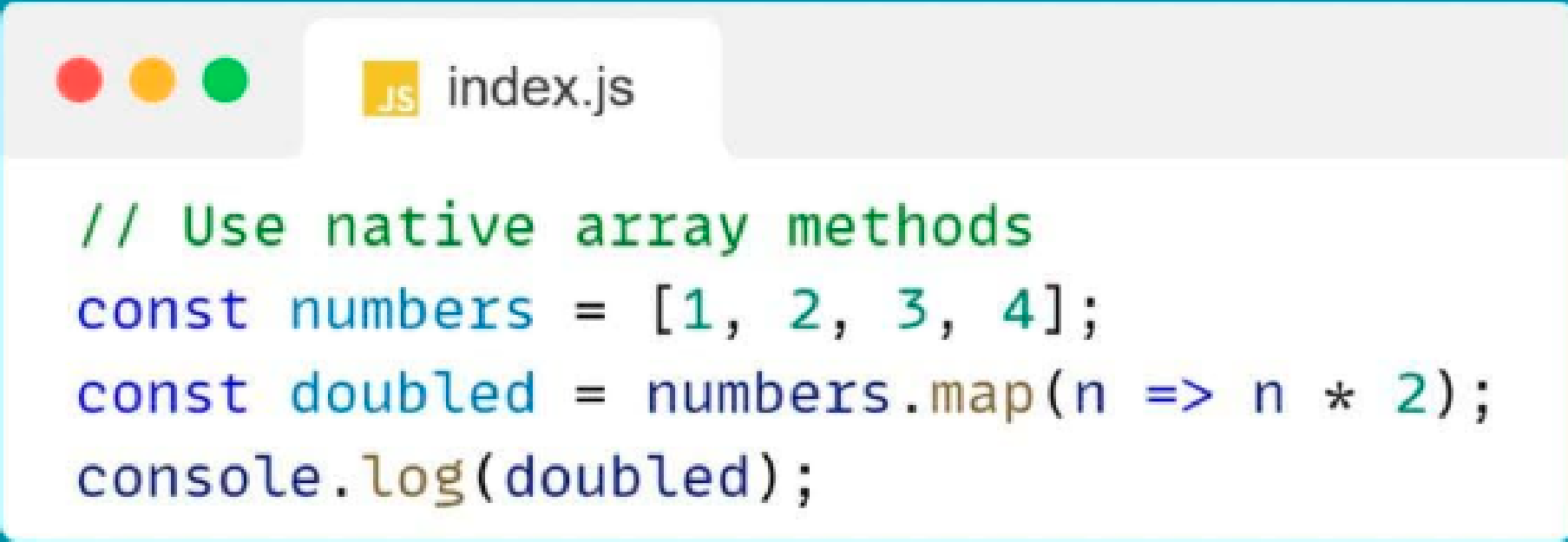
7. **Minify** and **Bundle** Your Code

- Why?
 - Reduces file size and improves load time.
- **Tools:**
 - Webpack
 - Parcel
 - Rollup

8. Prefer **Native** Methods

- Why?
 - Native methods are faster than custom implementations.

Example:



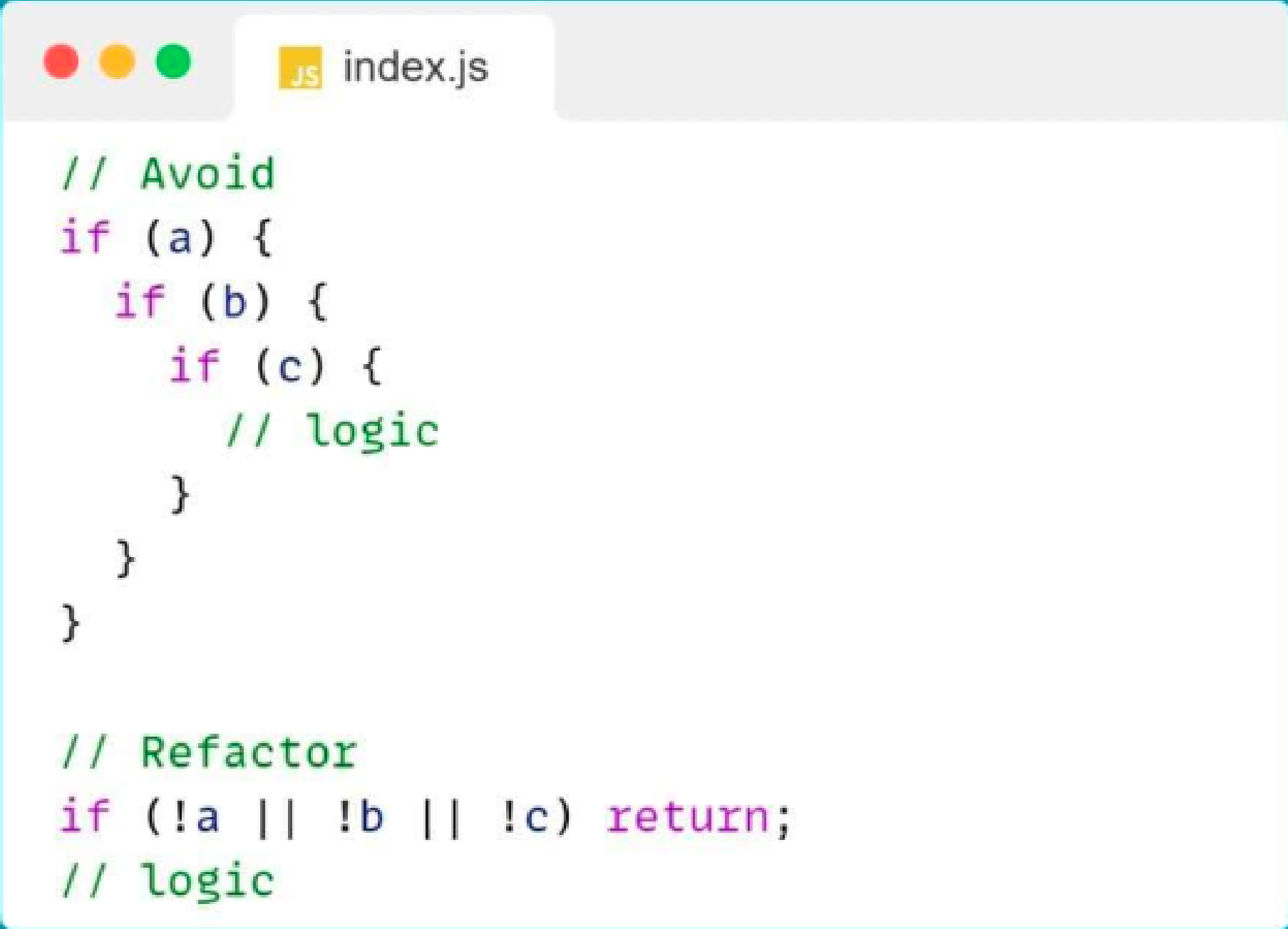
```
// Use native array methods
const numbers = [1, 2, 3, 4];
const doubled = numbers.map(n => n * 2);
console.log(doubled);
```

9. Avoid **Deep** Nesting

- Why?
 - Improves readability and performance.

Example:

Refactor code into smaller functions.



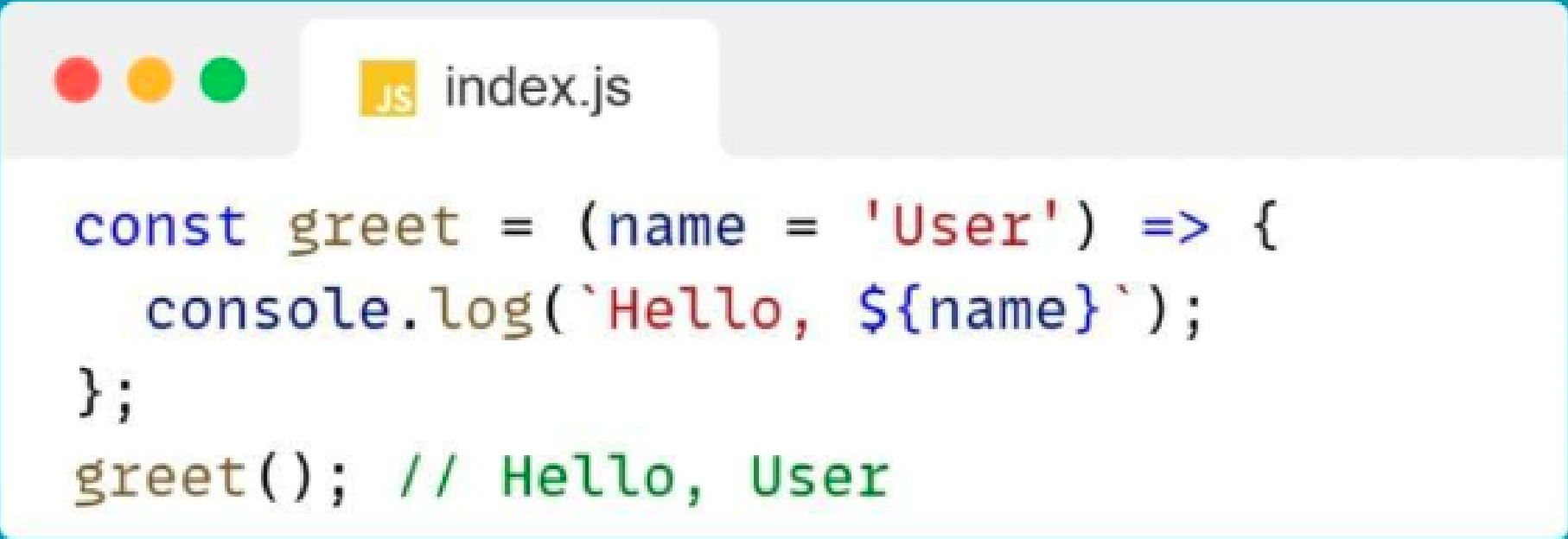
```
// Avoid
if (a) {
  if (b) {
    if (c) {
      // logic
    }
  }
}

// Refactor
if (!a || !b || !c) return;
// logic
```


10. Use **Default** Parameters

- Why?
 - Simplifies handling of optional parameters.

Example:



```
const greet = (name = 'User') => {  
  console.log(`Hello, ${name}`);  
};  
greet(); // Hello, User
```