9.27.2019

Summary list of key topics from week 1

Lesson 1 Functions and Arrays
- R Returning a value
- G No newline between return and value
- R Functions as values / first class objects
- R Callback functions
- Y Function expression vs function declaration
- Y 7 data types
- G Operators
- R Arrays
- G Push/pop
- Y loops

Lesson 2
Code Quality
- g debugger
- g breakpoints
- g tracing execution
- g eslint
  - should be able to answer questions about why a linter is important for javascript and how it relates to coding conventions
- g js doc
  - should be able to write jsdoc for a function as per our eslint guidelines
- g bdd specification
  - should be able to use and write simple mocha unit tests

LESSON 3: Objects
- y object basics
- r object literals and properties
- r adding and removing properties
- g bracket notation to access property by variable
- r copy by reference
- r objects equal only if are same object
- r const object can be changed (not reassigned)
- r methods
- r this in methods
- y calling without an object: this == undefined
- y summary of methods and this

LESSON 4 Data Types I
- y convert a string into an integer
- g convert string to float
- g convert number to string
- g rounding
- gstrings are in quotes
- g searching for substring
- g string slice
- g splice
- g array slice
- g concat
- y forEach
- g indexOf and includes
- g filter
- g find and findIndex
- y map
- g sort(fn)
- g reduce
- g array methods
- g pure functions
- g for in for of and loops summary

LESSON 5 data types II
- g destructuring assignment for arrays and objects
  - should be able to recognize and understand the most basic syntax

- g Date and Date.parse
  - Know the basic usage
- G JSON stringify and parse
  - Know the basic usage