

Subject	Area	Item
JavaScript	Function parameters/arguments	Storing function results in a variable and then passing that in as an argument to another function
JavaScript	Variables and operators	Variable assignment and arithmetic operators
JavaScript	JavaScript and the DOM Vocabulary	What does DOM stand for
JavaScript	JavaScript booleans and truthy values	Does the interger 0 == false?
JavaScript	Variable definitions and re-assignments	Varibale data type after re-assinging its value
JavaScript	Immediately invoked function expressions	IIFE example
JavaScript	"this"	The `this` keyword value in a function that has been declared with the `new` keyword
JavaScript	Variables	Value of an unassigned variable
JavaScript	Random numbers	Math.random()
JavaScript	Objects	Using an IIFE as an object method to set the value of an object property
JavaScript	Local and global scope	Local and global scope
JavaScript	Comparison operators	True vs truthy values
JavaScript	String concatention	String concatention
JavaScript	Arrays and indexes	Selecting the last item form an array
JavaScript	Strings and variables	Create a string and assign it to a variable
JavaScript	Object literals	Object literal
JavaScript	DOM Events/Event Listeners	DOM event listeners syntax
JavaScript	Array Literals	Array Literals
JavaScript	JavaScript function syntax	JavaScript function syntax
JavaScript	Functions	Named functions vs anonymous functions
JavaScript	DOM traversal	What is DOM traversal?
JavaScript	Data Types and 2D arrays	Selecting the first item in the outer array of a 2D array, and the data type: array
JavaScript	Objects	Targeting object properties and values
JavaScript	Loops, variable declaration and scope	What happens when a loop iterator variable has the same name as a global variable?

JavaScript	Objects and Arrays	Using an expression to select object properties
JavaScript	Objects	Adding properties to an existing object
JavaScript	Objects	Reference object properties using property name and dot notation
JavaScript	Node shell	What happens if you type `node` into a terminal?
JavaScript	Random numbers	Math.random()
JavaScript	Accessing DOM elements	Return the first of a collection of DOM elements
JavaScript	Prototypal inheritance	Prototypal inheritance
JavaScript	Scope and closures	Using closures to modify values
JavaScript	Arrays and scope	Reassigning values in an array
JavaScript	Local and global scope	Local and global scope
JavaScript	Functions and printing to the console	Functions and printing to the console
JQuery	DOM manipulation	Appending DOM elements with jQuery
JQuery	DOM element attributes	Adding/removing classNames from DOM elements with jQuery
JQuery	DOM Traversal	Targeting the a parent DOM element with an particular id in jQuery
JQuery	DOM selectors	Targetting all li DOM elements with a particular class name
JQuery	Event handling	Adding a click event handler in jQuery
Node	Array methods	Array methods in Node
Node	Requiring and using modules	Refernecing and using a module in a separate file
Node	Asynchronous Code	In Asynchronous code, which will run first, a global function or a callback?
Node	Modules	Requiring a Node module in a file
Node	Modules	Requiring a local module in a file
Node	Scripts and the package.json file	Adding a task to the script object in a package.json file
Node	Streams, stream events	Events that get triggered when info is read from a stream
Node	Node shell/node from the command line	The argv property
Node	Input/oupt	Node's input/output model
Node	Package dependencies	Listing project dependencies in a package.json file
Node	Node process object	Node `process` object
Pug	Pug templating language	What is Pug used for?

Express	Middleware	What happens if middleware is missing call to `next()` AND a response to the client?
Express	Environment variables	process.env
React	Data Flow	Unidirectional data flow
React	Props	Using props to display a value
Databases	CRUD operations	What does CRUD stand for?
SQL	READing from SQL table	Selecting ALL columns in a table
SQL	SELECTing from a SQL table	Using ORDER BY to arrange data SELECTed from a SQL table