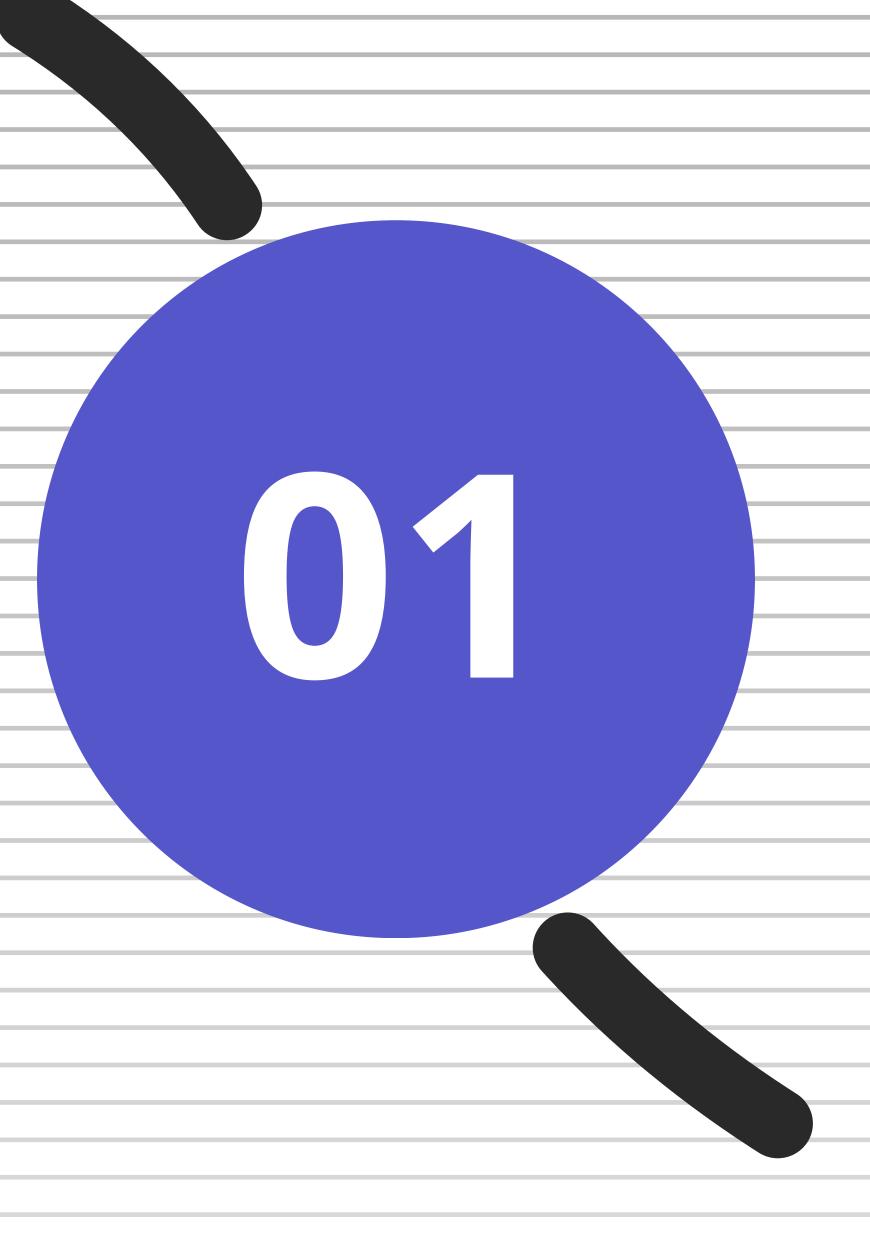
ACOMPLETE BOADMAP OF JAVASCRIPT



MUHAMMADIRFAN

JAVASGRIPI BASIGS



- JavaScript syntax
- Variables: var, let & const
- Data Types: String, Number, Boolean,
 Object, Array, Undefined & Null
- Operators: arithmetic operators (+, -, *, /, %), assignment operators (=, +=, -=, etc.), logical operators (&&, ||,!) and comparison operators (==, ===,!=,!==, <, >, etc.)
- Typeof Operator
- Type Conversions



GONTROL STRUCTURES

- If-Else Statements
 - Basic If-Else Structure
 - Multiple Conditions with Else If
- Switch Cases
 - Using Case and Break
 - The Default Case in Switch
- For Loops
- While Loops
- Do-While Loops
- Nested Control Structures
 - Combining If-Else with Loops
 - Nested Switch Cases



FUNCTIONS ASSOCIATIONS OS

- Understanding Functions
- Function Declarations
- Function Expressions
- Function Parameters and Arguments
- Scope in JavaScript
 - Global Scope vs. Local Scope
- Variable Hoisting
- Arrow Functions (ES6)
- Higher-Order Functions
- Closures



ARRAYS & ARR

- Arrays
- Array Methods: Shift, unshift, pop, push, indexOf, find, filter,
- Advanced Array Methods: Map,
 Reduce, Concat and Filter functions
- Traversing Arrays: Using loops and forEach method with Arrays.
- Objects
- Accessing & Manipulating Object properties
- Traversing Objects: Looping,
 Object.keys, Object.values, and
 Object.entries Methods
- Nested Objects and JSON



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- Selecting Elements: getElementByld, querySelector, getElementsByClassName and getElementsByTagName
- Manipulating Element Content
 - o InnerHTML vs. TextContent
- Creating and Removing Elements
 - createElement and appendChild
 - removeChild and replaceChild
- Styling Elements with JavaScript
 - Changing Styles via JavaScript
 - Adding and Removing CSS Classes
- Traversing the DOM
 - o Parent, Child, and Sibling Nodes
 - Navigating the DOM Tree



- Handling Click Events
 - Using "addEventListener" for Click Events
- Mouse and Keyboard Events
- Form Events
- Event Propagation
 - Controlling Propagation with stopPropagation()
- Event Delegation
- Touch Events for Mobile
- Custom Events
 - Creating and Triggering Custom Events
 - Use Cases for Custom Events



BEYOUND BEYOUND

- let and const
 - Differences Between let, const, and var
- Arrow Functions
 - Syntax and Usage of Arrow Functions
 - Arrow Functions and the this Keyword
- Template Literals
- Default Parameters
- Enhanced Object Literals
- Destructuring Assignment
- Spread and Rest Operators
- Promises for Asynchronous Programming



ASYNCHRONOUS ASYNCHRONOUS ASYNCHRONOUS ASYNCHRONOUS

- The Event Loop and Asynchronous Programming
- Callbacks
- Promises
- Error Handling in Asynchronous JavaScript
 - Using .catch() with Promises
- Async/Await
 - Using await with Promises
 - Error Handling with Async/Await
- Working with APIs
- Timers and Delays in JavaScript
 - setTimeout and setInterval Functions
- Advanced Asynchronous Patterns
 - Promises.all for Parallel Execution
 - Async Iterators and Generators

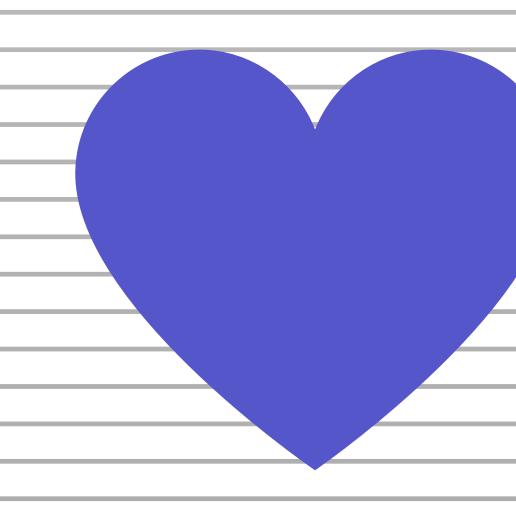


ADVANGED TOPICS

- Closures
- Higher-Order Functions
- JavaScript Design Patterns
 - Module Pattern for Encapsulation
 - Singleton Pattern
 - Factory and Constructor Patterns
 - Observer Pattern for Event Handling
- Prototypal Inheritance
- Asynchronous Programming Patterns
 - Promises and Async/Await in Depth
 - Managing Complex Asynchronous Flows
- Memory Management
 - Understanding Garbage Collection in JavaScript
 - Identifying and Avoiding Memory Leaks
- Performance Optimization
- Error Handling and Debugging
- ES6+ Features and Updates



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