

JavaScript Basic Concepts

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

JavaScript Intermediate Concepts

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

JavaScript Advance Concepts

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