

JavaScript . Road map

1. Variables

- * var
- * let
- * const

2. Data types

* Primitive data types (non-object/simple)

- 1) Number
- 2) undefined
- 3) string
- 4) boolean
- 5) null
- 6) Symbol

* non-primitive data types

- 1) object
- 2) array

3. operators

- * Arithmetic
- * Assignment
- * Comparison
- * String
- * Logical
- * Bitwise
- * Ternary
- * Type

4. IF else and switch statement

5. Functions

- * Simple Functions

- * Functions with Params & default Params

- * Arrow Functions

- * "this" keyword in Functions vs Arrow Functions

6. Objects in detail

- * Object methods

- * Deep copy Vs shallow copy

- * Clone object

- * Object destructuring

7. Arrays in detail

- * Array methods

- * Higher-order Array methods

- * Chaining

8. Template literals

9. Hoisting

10. Spread operator

- * Arrays

- * Objects

11. Rest operator

12. Import and export

- * default export Vs named export

13. Promises, Async & Await

14. Sets

- * sets method (add, delete, has, clear)

- * How sets reduce complexity

- * Remove duplicates using sets

15. Constructor Function prototype inheritance in JavaScript

16. classes in JavaScript

- * oop concepts

17. Cookies Vs Local Storage

18. The concepts of how the JavaScript engine works

Execution context

- * Global
- * Function
- * Eval

19. Closures in JavaScript

21. DOM manipulation with JavaScript.