

# **JavaScript**

## **RoadMap**



# Basics

- What is ECMA Script
- About its versions
- Static and dynamic language
- Get familiar about the places where JS is using

# Running JavaScript

- Script tag
- Link external file
- Browser console

# Variables

- var
- let
- const
- scope(global, function, block)
- How lexical scope works
- Hoisting
- Temporal Dead Zone



# DataTypes and data structure

- undefined
- null
- boolean
- Number
- BigInt
- String
- Symbol

***primitive***

- Objects & Array

***non-primitive***

- Array
- Map/Weak map
- Set/Weak set
- Date

***Data Structure***

- typeOf operator



# Type Conversion

- Explicit Conversion
- Implicit Conversion
- == & === (Equality)

# Control Flow

- if.. else
- switch
- Ternary operators

# built-in methods

- string methods
- Array methods



# Functions

- Function declarations
- Function expressions
- Calling Functions
- Parameters and arguments
- Scope
- Arrow functions
- Anonymous function
- Immediately Invoked Function Expression (IIFE)
- Higher Order Function(map, reduce, filter) ADVANCED
- Function Currying ADVANCED

# this

- How this works in JS
- Implicit Binding
- new binding
- Lexical Binding
- Default Binding
- "this" in case of Arrow Functions
- Explicit Binding(call, apply and bind) ADVANCED



# Loops

- for
- while
- do...while
- break/continue
- for...in
- for....of

# Operators

- Assignment
- Arithmetic
- Logical
- Conditional
- Comparison
- Relational
- Bitwise
- String
- Comma
- Unary



# Few More Concepts

- template literals
- Spread operators
- Rest operators
- Array and Object destructuring
- extends keyword
- Strict Mode
- Regular Expressions

# Module System

- Import/Export
- Default and Named Exports

# NPM

- basic understanding about npm
- how to install and import packages



# Prototype

- What is Prototype in JS
- Prototype Chain
- Prototypes and inheritance
- Class ADVANCED
- Iterators ADVANCED
- Generators ADVANCED
- Event Loop ADVANCED

# Asynchronous JS

- setTimeout
- setInterval
- callbacks
- Promises ADVANCED
- async/await ADVANCED





**FOLLOW**