



Beginner

- Variables
- Data Types

Control Structures

- Conditional Statements: if, else, else if, switch
 - Loops: for, while, do...while
 - break and continue statements

- Parameters and

- Scope and Closures

Objects and Arrays

 - Creating and Accessing Objects
 - Methods and Properties of Objects
 - Array Creation and Access

String and

- String Methods: `.concat()`, `.inc`, `.toLowerCase()`
 - Number Methods: `parseInt()`, `pa`
 - Basic DOM Manipulation
 - Selecting Elements: `getElementBy`
 - Modifying Content: `textContent`, `innerHTML`
 - Changing Styles and Attributes

- Adding Event Listener

- Common Events: click, submit, keydown, load
 - Intermediate
 - ES6+ Features
 - Arrow Functions: Syntax and usage
 - Destructuring: Object and array destructuring
 - Template Literals: String interpolation and multi-line strings
 - Classes: Class syntax, methods, and inheritance
 - Modules: import and export statements
 - Asynchronous JavaScript

- **Async/Awa**

- ## Advanced Functions

 - **Higher-Order Functions:** Functions that take other functions as arguments or return them as results.
 - **Closures:** Understanding closures and lexical scope.
 - **Callback Functions:** Using callbacks in asynchronous code.

- Custom Err

- Advanced

- # Event Delegation: Handling events using event delegation

Advanced

Advanced ES6+ Features

 - **Generators:** `function*`, `yield`, and `next()`
 - **Proxies:** Creating and using proxies
 - **Reflect API:** Using `Reflect` for methods managing objects

Asynchronous Pattern

- **Concurrency:** `Promise.all()`, `Promise.race()`
 - **Generators with Async/Await:** Using `async` functions with generator functions

- **Pure Functions:** Und

- # Currying and Partial Application: Techniques for currying functions and partial application

- **Memory Management:** Understand

- **Event Loop:** Understanding the event loop and task queues
 - **Execution Context:** Understanding the execution context and call stack

Modern JavaScript

- **TypeScript**: Basics of adding types to JavaScript with TypeScript
 - **Frameworks and Libraries**: Advanced usage of frameworks/libraries (React, Vue.js, Angular)

