**Concepts of JavaScript**

## Introduction

This repository was created with the intention of helping developers master their concepts in JavaScript. It is not a requirement, but a guide for future studies.

## Table of Contents

1. Data Types
   1. Primitive
   2. Non Primitive
2. Variable
   1. Var
   2. Let
   3. Const
3. Let vs const
4. Why let and const are block scope
5. Operators
   1. Arithmetic operator
   2. Logical operator
   3. Bitwise Operator
   4. Comparison Operators
   5. Operator Precedence
6. Statically type & Dynamically type Language
7. Loosely typed, weekly Typed, Strongly Typed and Dynamic Typed Language in JS
8. Diff bet == & ===
9. Execution Context
   1. Variable Environment
   2. Thread Execution
   3. Call Stack
10. Function
    1. Function statement
    2. Function Declaration
    3. Function Expression
    4. Named function
    5. Arrow Function
    6. Function Invocation
    7. High Order Function
    8. First Class Function
    9. Function Call
    10. Function Apply
    11. Function Bind
    12. Function toString
    13. Function Closures
    14. Function static method
11. Diff bet Parameter and Argument
12. Object
13. String
    1. String Methods
    2. String Search
    3. String Templates
14. Array
    1. Array Methods
    2. Array Search
    3. Array Sort
    4. Array Iteration
    5. Array Instance Methods
       1. Map()
       2. Reduce()
       3. filter()
15. Object
    1. Object Definition
    2. Object Properties
    3. Object Methods
    4. Object Prototype
16. Number
    1. Number Methods
    2. Number Properties
17. Dates
    1. Date Format
    2. Get Method
    3. Set Method
18. Conditional Statement
    1. If
    2. Else if
    3. Switch
    4. Ternary Operator
    5. Nested if else
19. Loops
    1. For
    2. For of
    3. For in
    4. While
    5. Do while
20. TypeOf ( Type Conversion )
    1. Number to String
    2. String to Number
    3. Dates to Number
    4. Number to Date
    5. Boolean to Number
    6. Number to Boolean
21. Exception Handling
    1. Types of errors
       1. Syntax Error
       2. Runtime Error
       3. Logical Error
       4. Reference Error
       5. Type of error
    2. Error
       1. Try
       2. Catch
       3. Finally
       4. Throw
22. Defined vs Not Defined
23. Scope
    1. Local Scope
    2. Block Scope
    3. Global Scope
    4. Function Scope
    5. Lexical Scope/Environment
    6. Module Scope
24. New Keyword
25. This Keyword
26. Instance and InstanceOf
27. Shadowing
    1. Illegal Shadowing
28. Closure
29. Hoisting
30. Temporal Dead Zone
31. Recusion
32. Debugging
    1. Debugger
33. Blocking Main Thread
34. Aysnc
    1. Callbacks
    2. Asynchronous
    3. Promises
    4. Async/Await
    5. Callback hell
35. Classes
    1. Class Inheritance
    2. Class Static
36. Dom
    1. Elements
    2. Methods
    3. Events
    4. Event Listener
    5. Forms
    6. Css
    7. HTML
    8. Layout tree
37. How will you communicate between DOM element and javascript
38. Timing Events
    1. set timeout
    2. setInterval
39. Debouncing
40. Throttling
41. Curring
42. Strict mode
43. Local Storage & Session Storage
44. AJAX
    1. Request
    2. Response
45. Jquery
    1. Jquery Selector
    2. Jquery HTML
    3. Jquery DOM
46. IIFE ( Immediately Invoked Function Expression )
47. ES6 Advantages
48. Js Engine
49. Js Window
50. Web API
    1. Form – Validation
    2. Fetch API
51. Typing
    1. Implicit
    2. Explivit
    3. Nominal
    4. Structing
    5. Duck
52. Cookies
    1. Cookie Attribute
    2. Cookie with Multiple Names
    3. Deleting Cookie