1. Rem vs Em:

**EM** is relative to the parent element’s font size, so if you wish to scale the element’s size based on its parent’s size, use EM.

**REM** is relative to the root (HTML) font size, so if you wish to scale the element’s size based on the root size, no matter what the parent size is, use REM.

1. For vs While loop:

The **for** loop used only when we already knew the number of iterations,   
If the condition is not put up in 'for' loop, then loop iterates infinite times.

The **while** loop used only when the number of iterations are not exactly known, If the condition is not put up in **'while'** loop, it provides compilation error.

1. Object methods:

An object is a collection of key/value pairs or [properties](https://www.javascripttutorial.net/javascript-object-properties/). When the value is a function, the property becomes a method. Typically, you use methods to describe the object behaviours.

1. regular vs arrow function JS:

Understanding the differences between regular and arrow functions helps choose the right syntax for specific needs.

this value inside a regular function is dynamic and depends on the invocation. But this inside the arrow function is bound lexically and equals to this of the outer function.

arguments object inside the regular functions contains the list of arguments. The arrow function, on the opposite, doesn't define arguments (but you can easily access the arrow function arguments using a rest parameter).

If the arrow function has one expression, then the expression is returned implicitly, even without using the return keyword.

1. Objects vs instance OOP:

The basic concept of OOP is this: Class >> Object >> Instance.

The class = the blue print. The Object is an actual thing that is built based on the ‘blue print’ (like the house). An instance is a virtual copy (but not a real copy) of the object