

Chapters

- * Call, apply & bind method
- * Polyfill for bind method
- * Currying in JS
- * Async Vs Defer in JS
- * Event Bubbling and Event Capturing or Trickling
- * Explain sum (1)(2)(3)(4)
- * Prototypes and Prototype Inheritance

Upcoming Chapters

- * CORS (Cross Origin Resource Sharing)
- * Throttling & Debouncing
- * Event Delegation
- * Thinking recursively