

# Chapters

- \* Execution Context
- \* How JS is executed inside Call Stack
- \* Hoisting in JavaScript (variables & functions)
- \* Functions and Variable Environments
- \* Shortest JS Program, window & this keyword
- \* Undefined vs not defined in JS
- \* The Scope Chain, Scope & Lexical Environment
- \* Let & Const in JS, Temporal Dead Zone
- \* Block Scope & Shadowing in JS
- \* Closures in JS
- \* SetTimeout + Closures Interview Question
- \* Famous Interview Questions Ft. Closures
- \* First Class Functions Ft. Anonymous Functions
- \* Callback Functions in JS ft. Event Listeners
- \* Asynchronous JavaScript & EVENT LOOP from scratch
- \* JS Engine Exposed, Google's V8 Architecture
- \* Trust issues with setTimeout ()
- \* Higher-Order Functions ft. Functional Programming
- \* Map, Filter & Reduce