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