1. Common Expectations
2. Language Syntax

* Variable Naming and declaration
* Data types
* Expression, Statement and Block
  + Variable scope
  + Variable hpoisting
  + keywords
* Operators
  + Arithmetic
  + Comparison
  + Short circuit
  + Nullish Coalescing
  + Optional chaining
  + Ternary
  + Operator Precedence
* Conditional Statements
  + If
  + If else
  + If else if
  + Switch case
* Looping Statement
  + While
  + Do while
  + for
* Functions
  + Declaration and Invocation
  + Function parameter and arguments
  + Default function parameters
  + Using arguments
  + Arrow functions
  + Callback functions
  + Higher order functions
  + Variadic functions
  + IIFE
  + closure
* Strings
  + How String operates
  + Creating a string
  + Getting a character and its code
  + Getting substring
  + String concatenation
  + String template Literal (‘’)
  + String’s utility methods
  + Using regex
* Arrays
  + Creating a Array
  + Array.length
  + Finding index of the element
  + Looping through array
  + Inserting /deleting elements
  + Slice / splice
  + Spread vs rest param
  + Destructing assignment
* Object Literals
  + Creating object through literals
  + JSON vs object literals
  + Getting keys, values
  + Looping through Object entries
  + Spread vs rest param
  + Destructing assignment
* Asynchronous
  + setTimeout , setInterval,requestAnimationFrame
  + Callback Functions
  + Promise API
  + Asynch await
* OOP
  + New operator
  + Constructor function and object creation
  + Getter and setter
  + Class
  + Use of this
  + Prototype object
  + Object inheritance in JS
  + Utility methods of object class

1. Features in JavaScript

* Variable Naming and Declaration
  + Var,let,const
  + Naming Rule
  + Default value
* Data Type , special values
  + Several types
  + Type coercion
  + Typeof , instanceof
  + Undefined,null
  + Nan , Infinity
  + How JS stores numbers

1. Frameworks / Libraries
2. Portfolio / Real Projects
3. Browsers API
   * DOM API
   * Fetch API
   * Graphics
     + Canvas API
     + WebGL
   * Rich Media
     + Web audio API
     + Media Streams API
   * Device
     + Notification API
     + Vibration API
   * Client-side Storage
     + Web storage API
     + IndexedDB API
   * Others
     + Set class
     + Map class
     + Date class
     + Utility Math functions
     + Iterator
     + Generator