* Callback Functions

Callback function is a function that is passed into an otherFunction as an argument. This callback function is then executed into this otherFunction.

* Closure

Closure is a function, inside a function, that has access to the enclosing function’s variables. Closure can access its own variable (defined within its body), can access enclosing function’s variables, and global variables. It can also access enclosing function’s parameters, but has to do it directly(not using arguments object below).

* Arguments

arguments is an object that contains individual arguments that were passed into the function. The arguments object acts like an array but is not an array since it doesn’t have the methods that a regular array has. However, it does have a length property.

* Recursion

Recursion is a pattern which describes a function calling itself.

* Prototype

Prototype is like a blueprint that describes an object. For example, a car model has a blueprint and you can make all cars the same using this blueprint or mix it up a little and change some cars’ colors or what functionalities will be included in those cars.

* Constructors

Constructor is a method that creates an object of type Object. Constructor is usually used to initialize a new object’s properties( the new values are passed into the constructor function as arguments).