

## **Function Currying:**

[JavaScript.info - Currying](https://javascript.info/currying)

## **Async vs Defer:**

When to use which?

## **Debouncing vs Throttling:**

### **Throttling:**

## **Event Bubbling and Capturing:**

First captured, then bubbled

Default: Event Bubbling

## **Event Delegation:**

Benefits:

Saves Memory, prevents performance bottling

Prevents adding event listeners to every tag using event bubbling

DRY Code

Limitations:

All Events are not bubbled up: blur, focus, resize, etc.

## **Prototype and Prototypal Inheritance:**

Everything in Javascript is an object

## **Session Storage vs Local Storage:**

