◇ Basics & Fundamentals

- Variables (`var`, `let`, `const`)
- Data Types (Primitive & Reference)
- Operators (Arithmetic, Comparison, Logical, Ternary)
- Type Conversion & Coercion
- Strings & Template Literals
- Conditional Statements (`if-else`, `switch`)
- Loops (`for`, `while`, `do-while`, `for…in`, `for…of`)

◇ Functions & Scope

- Function Declarations & Expressions
- Arrow Functions
- Parameters & Arguments (Default, Rest, Spread)
- Scope (Global, Function, Block)
- Hoisting
- Closures
- Higher-Order Functions
- Callback Functions

◇ Objects & Arrays

- Objects (Creation, Properties, Methods)
- `this` keyword
- Object Destructuring
- Object Methods (`Object.keys`, `Object.values`, `Object.entries`, `Object.assign`)
- Arrays (Creation, Iteration, Methods like `map`, `filter`, `reduce`, `forEach`, `find`, `some`, `every`, `includes`)

- Array Destructuring
- Spread & Rest Operators

◇ DOM & Events

- DOM Manipulation (`getElementById`, `querySelector`, etc.)
- Event Listeners (`addEventListener`)
- Event Bubbling & Capturing
- Event Delegation
- Form Handling

◇ Advanced Concepts

- Prototypes & Inheritance
- `this` Binding
- `call`, `apply`, `bind`
- Execution Context
- Lexical Environment
- Event Loop (Call Stack, Callback Queue, Microtasks)
- `setTimeout`, `setInterval`, `clearTimeout`, `clearInterval`

◇ Asynchronous JavaScript

- Callbacks
- Promises (`.then`, `.catch`, `.finally`)
- `async` / `await`
- Fetch API / AJAX
- Error Handling (`try...catch`, `throw`)

◇ ES6+ Features

- `let` / `const`
- Template Literals
- Destructuring
- Spread & Rest
- Default Parameters
- Classes & Inheritance
- Modules (`import` / `export`)
- Optional Chaining (`?.`)
- Nullish Coalescing (`??`)

◇ Important Built-in Objects

- `Math` & `Date`
- `JSON.parse` & `JSON.stringify`
- Regular Expressions (`RegExp`)
- `localStorage` & `sessionStorage`
- `Map`, `Set`, `WeakMap`, `WeakSet`

◇ Modern & Advanced Topics

- Debouncing & Throttling
- Currying
- Polyfills
- Memoization
- Deep vs Shallow Copy
- Service Workers
- Web APIs (Geolocation, Clipboard, Notifications)
- Event Loop & Concurrency Model

✅ If you're learning for **interviews**, focus on:

- Closures
- Promises & async/await
- Event loop
- Prototypes & inheritance
- Array & object methods

Do you want me to prepare this as a **roadmap with study order**, or a **topic-wise short notes list** for quick revision?