

JavaScript Roadmap 2022

1. BEGINNERS

I. Running JavaScript

- a. Script Tag
- b. Link External File
- c. Browser Console
- d. With Node

II. Variables

- a. Declaration
 - Let
 - Var
 - Const
- b. Scope
 - Global
 - Function
 - Block
- c. Hoisting

III. Data Types and Data Structure

- a. Primitive Types
 - Undefined
 - Boolean
 - Number
 - BigInt
 - String
 - Symbol
- b. Null
- c. Object
- d. Function
- e. Data Structure
 - Array
 - Map / Weak Map
 - Set / Weak Set
 - Date

IV. Type Conversion

- a. Explicity Conversion
- b. Inplicit Conversion

V. Equality

- a. == vs ===

VI. Loops

- b. While
- c. Do...While
- d. For
- e. Break / Continue
- f. For...in
- g. For...of

VII. Control Flow / Conditional Statements

- a. If
- b. If...else
- c. Switch
- d. Try / Catch / Throw

VIII. Expressions / Operators

- a. Assignments
- b. Arithmetic
- c. Logical
- d. Conditional
- e. Comparison
- f. Relational
- g. Bitwise
- h. String
- i. Comma
- j. Unary

IX. Functions

- a. Function Declaration
- b. Function Expressions
- c. Calling Functions
- d. Parameters / Arguments
- e. Scope
- f. Arrow Functions

2. ADVANCE

I. Advanced Scope

- a. Nested Function
- b. Lexical Scope
- c. IIFE
- d. Revealing Module Pattern

II. Closure

III. Currying

IV. This

- a. Implicit Binding
- b. Explicit Binding
- c. New Binding
- d. Lexical Binding
- e. Default Binding

V. Prototype

VI. Prototypical Inheritance

VII. Class

VIII. Iterators

IX. Generators

X. Event Loop

XI. Asynchronous JavaScript

- a. setTimeout
- b. setInterval
- c. callbacks
- d. Promises
- e. Async Await

XII. Module System

- a. CJS
- b. ESM
- c. Import / Export
- d. Default and Name Exports

3. WEB APIS

- I. DOM
- II. XHR / Fetch
- III. Storage
- IV. Video / Audio
- V. Drawing Graphics

4. TOOLING & MISC

I. Linters

- a. eslint
- b. Rome

II. Code Formatters

- a. Prettier

III. Bundlers

- a.** Webpack / Rollup / Parcel
- b.** Snowpack / esbuild / Vite

IV. Typescript

V. Next Steps