

# Java Script

## 1) Introduction

- a) Getting Started With JS
- b) JS Variables and Constants
- c) JS console.log()
- d) JS Data Types
- e) JS Operators
- f) JS Comments
- g) JS Type Conversions

## 2) Flow Control

- a) Comparison and Logical Operators
- b) JS if...else Statement
- c) JS for Loop
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- e) JS break Statement
- f) JS continue Statement
- g) JS switch Statement

## 3) JS Functions

- a) JS Functions and Expressions
- b) JS Variable Scope
- c) JS Hoisting
- d) JS Recursion

## 4) JS Objects

- a) JS Objects
- b) JS Methods
- c) JS Constructor Function
- d) JS Getters and Setters
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## 5) JS Types

- a) JS Arrays
- b) JS Multidimensional Arrays
- c) JS Strings
- d) JS for...in Loop
- e) JS Numbers
- f) JS Symbols

## 6) Exceptions and Modules

- a) JS try...catch...finally
- b) JS throw Statement
- c) JS Modules

## 7) JS ES6

- a) JS ES6
- b) JS Arrow Function
- c) JS Default Parameters
- d) JS Template Literals
- e) JS Spread Operator
- f) JS Map
- g) JS Set
- h) JS Destructuring Assignment
- i) JS Classes
- j) JS Inheritance
- k) JS for...of Loop
- l) JS Proxies

## 8) JS Asynchronous

- a) JS setTimeout()
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- c) JS Promises
- d) JS async/await
- e) JS setInterval()

## 9) JS Miscellaneous

- a) JS JSON
- b) JS Date and Time
- c) JS Closures
- d) JS this
- e) JS 'use strict'
- f) JS Iterators and Iterables
- g) JS Generators
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- i) JS Browser Debugging
- j) Uses of JS