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- 1. Hoisting
- 2. let, var and const
- 3. event loop
- 4. == and ===
- 5. event delegation
- 6. this
- 7. cookie, localStorage and sessionStorage
- 8. <script>, <script async>, and <script defer>
- 9. null, undefined and undeclared
- 10. call() and apply()

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- 21. event bubbling
- 22. event capturing
- 23. mouseenter and mouseover
- 24. use strict
- 25. use of promise instead of callback
- 26. sync and async operation
- 27. AJAX
- 28. adv and disadv of AJAX
- 29. XMLHttpRequest and Fetch api method
- 30. abort an web request using abortcontroller

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- 41. map/set and weakmap/weakset
- 42. class static members
- 43. symbols used for
- 44. server-sent events
- 45. object properties flags and descriptors
- 46. object getter and setter methods
- 47. proxies of javascript
- 48. tools and techniques of debugging the javascript.
- 49. web worker in javascript
- 50. garbage collection of works in javascript

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- 11. Function.prototype.bind()
- 12. arrow syntax
- 13. prototypal inheritance
- 14. function
- 15. function
- 16. anonymous function
- 17. various ways to create objects in js
- 18. closure
- 19. HOF
- 20. ES2015 class constructor and ES05 function constructor

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- 31. JS polyfills
- 32. extending the built-in objects in js
- 33. global scope
- 34. commonjs and es module
- 35. various data types in js
- 36. iterating over the object properties and array items
- 37. spread and rest syntax
- 38. iterators and generators
- 39. mutable and immutable
- 40. map and plain objects



By **dibbijay**

cheatography.com/dibbijay/

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