

1 - 10

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()

20 - 30

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

40 - 50

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

10 - 20

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

30 - 40

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



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Page 1 of 1.

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