

- Appendix A
- Global Variables
 - place a var statement outside of a function
 - add a property directly to the global object
- Scope
 - no block scope
- Semicolon Insertion
- Reserved Words
- Unicode
 - javascript's characters are 16 bits
- typeof
- parseInt
 - if the first character is 0, then string is evaluated in base 8 instead of base 10
 - `parseInt('08') = 0`
 - parseInt can take a radix parameter
 - `parseInt('08',10) = 8`
- +
 - different uses string, number, etc
- Floating Point
 - `.1 + .2 != .3`
 - arithmetic in floating point is exact, so decimal representation errors can be avoided by scaling
- NAN
- Phony Arrays
 - javascript does not have real arrays
- Falsy Values
- hasOwnProperty
- Object
 - objects are never truly empty because they can pick up members from the prototype chain