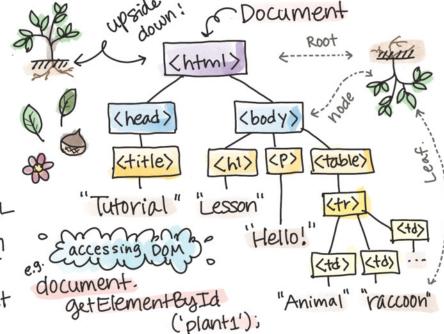




- programming interface for HTML
- data representation of the objects that make up the web structure + content



losure en an outerfunction that encloses an inner function



You access to an outer function's Scope from an inner function

function dragElement (terrariumEI) {

let pos1=0, pos2=0, pos3=0;

terrariumEI. onpointerdown = pointerDrag;

function pointerDrag(e) {
 e. preventDefault();
 pos3 = e.client X;
}