

→ `document.querySelector("...").addEventListener("click", function)`

Syntax:-

⇒ `target.addEventListener(type, listener);`

refer MDN docs. \downarrow what event listen to \rightarrow what function to do.

Higher order functions :-

→ Higher order functions are the functions that can take other functions as inputs.

How to play sounds on websites:-

```
=> var audio = new Audio("path-mp3");  
    audio.play;
```

Javascript Objects :-

Dominating the web, one object at a Time.

Example :-

```
var bellBoy1 = {  
  name : "Timmy";  
  age : 19;  
  hasWorkPermit : true;  
  languages : ["French", "English"];  
}
```

```
console.log(bellBoy1.name);
```

└─> Property

└─> object

To store Multiple ones:-

```
function BellBoy (name, age, hasWorkPermit, Languages){  
  this.name = name;  
  this.age = age;  
  this.hasWorkPermit = hasWorkPermit;  
  this.Languages = Languages;  
}
```

> this is a constructor function. [first Letter of each word is capitalized].

→ takes number of input, these are the inputs, we are going to provide when we create new objects from this constructor function.

Initialize Object:-

```
var bellBoy1 = new BellBoy("Timmy", 19, true,  
                           ["French", "English"]);
```

⋮
n.

Switch Statements in Javascript:-

→ It is just like if else statement.

Syntax:

```
switch ("key") {  
  case "value";  
    // do this;  
    break;  
  default;  
    // do this;  
    break;  
}
```


Object, their Methods and the Dot Notation:-

Example:-

```
var bellBoy1 = {  
  name : "Timmy",  
  age : 19,  
  languages : ["English", "French"],  
  moveSuitcase : function() {  
    alert("May I take your suitcase?");  
    pickUpSuitcase();  
    move();  
  }  
}
```

4.

⊗ Here bellBoy1 is known as Object, name, age, languages are known as properties and moveSuitcase is known as method.

∴ a callable function of an object is known as method.

⊗ Eg:- bellBoy1.moveSuitcase(); ⇒ Method

⇒ remember that method should have parenthesis when calling that, whereas, properties don't need parenthesis, when we need to access that.

⊗ Eg:- bellBoy1.name; ⇒ Property.

Using Keyboard event listeners to check for key press:-

Event Name	Fired When.
Keydown	ANY key is pressed.
KeyPress	ANY key except shift, Fn, Capslock is in pressed position [Fired continuously].
KeyUp.	Any is released.

call back function, waits for a event happens.