**2. Five points from the video**

**1) Parsing HTML**

* HTML is forgiving by nature, it isn’t straight forward,can be halted and its reentrant

**2) Dom + CSSOM**

* Combines the two object models, style resolution

**3) Recrusive process**

* Traverse render tree, Nodes position and size,Layouts its children

**4) Paint setup**

* Will take the layed out render trees, creates layers, Incremental process , builds up over 12 phases.

**5) Render layers**

* Creates layers from renderobjects. Position nodes, transparency, overflow canvas,etc.