

1. What is the DOM?

The DOM stand for document object model. It is an object structure of the html element, can use javascript to fetch and manipulate these strungtures.

2. List three methods to manipulate the DOM.

- getElementByld
- createElement
- setAttribute

3. What is an asynchronous call?

Javascript is a synchronous programming language, meaning that the code get read from top to bottom. But you can make asynchronous calls witch means that the reading flow of the document continues while the callback is happening

4. Briefly explain what the sources tab in Chromes Developers Tools does.

the "sources" in google dev tools displays the raw sources of the files that are in use on your website.

5. What is a JavaScript promise?

A JS promise is an object. You can use it to make an asynchronous call. For example if you want your function to fetch some information from and API then you can have JS "make" a Promise to go and fetch that information while the browser keeps reading your JS file. Promises have 3 states, pending, fulfilled or rejected.

6. What is a JavaScript Event?

A javascript event is when a "thing" happens to the html element. When you use javascript to make something happen. An event can be something the browser does automaticly when the site is loaded or when a user evokes it to happen. Onlclick =" function" is an eexample of an event.

7. What is event bubbling?