Browser Object model (BOM)

Browser object model, allows JS running inside the browser to access a lot of browser related features, like the URL bar, reload button, window frame etc.
In this model we have one object called as `window` object which is a global object available across the JS running in the browser. We can access the following using this window object:

- Navigator
- Location
- History
- Screen
- URL Bar
- Reloader
- and more .....

Properties & Methods of window object

window.document

Provide you access to the document object of our DOM.

window.location

It returns a location object which as a lot of properties related to our current URL present in the address bar. For example. if we want the complete address written in the address bar we can use `window.location.href` and it will return us the address. If we want to move to a new address then we use some thing like this

```
window.location.href = "https://www.yahoo.com"
```

The above code will refresh your current page and open yahoo.com

window.open

We can pass a url as an argument to it and this will open that url page in a new tab

window.close

This will close the current tab opened.

Timers

window object also contains important timer methods like `setTimeout` and `setInterval`

window.addEventListener

We can add event listeners to window object as well.

window.alert

This creates an alert popup on the current tab

window.confirm

This also creates a new popup, but this popup has a cancel or ok button, if the user press the ok button then this method returns true else it returns false.

Some important use cases

- Let's say we want to access the users coordinates of the current locatiion, we can use the window object's navigator property

```
window.navigator.geolocation.getCurrentPosition((data) => {
    console.log(data); // this will return us the coords
})
```

- Lets say we want to access web cam of the user, we can again use the window object.

```
window.navigator.mediaDevices.enumerateDevices().then((res) => {
    console.log(res);
})
```

And there are more use cases of this window object, like accessing browser storage, to access clipboard, to access GPU etc we can use the window object.