Ch 5. Objects

*in* keyword allows knowledge of whether an object contains a property

'city' in superman;

<< false

for(const key in superman)

Use this to access every property. Key is const but is redefined every time there is a new iteration through the loop. It will not change during the course of the loop.

Objects are copied by reference, what you change in one object is also changed in the other you copied from

Create namespaces to prevent name overlap

Ch 6. DOM

You can add change and adjust the DOM dynamically, even attributes of elements

Use classList to edit classes of an element. Otherwise you may overwrite all classes when just using .class

Dynamic Markup

1. Create the element node
2. Create the text node
3. Append the text node to the element node
4. const flash = document.createElement('li');
5. flash.textContent = 'Flash';

<script> dynamically added into .innerHTML of elements will not run/execute for safety

Change classes, not individual styles, have the class already defined and add it to the classes of an element.

Ch 7. Events

Bubbling starts from element clicked on and moves up the DOM,

Capturing starts at the outermost element clicked on and moves inside that element to the next internal element.

Dynamic pages can use event listeners to obtain a dynamic and changing view from page to page or the same page.