Java is: High Level language.

Multiparadigm: can be functional, object oriented or procedural.

Single threaded: can run only on one thread.

First class: we can run functions as values.

Dynamic: in contrary to strongly types like TS (equivalent of JS), we do not need to declare data types.

Garbage Collected: we do not need to manually handle cleaning ram.

Interpreted or Just in Time: it compiled to machine code. This happens in JavaScript Engine.

Let/const are also blocked scoped, something that var isn’t, var are (global in the scope of function)+

Functions are scoped only in strict mode.

Primitives : Number, String, Boolean, Undefined, Null, Symbol, Bigint -> “stored in call stack” in execution context to be exact

Objects (reference Types) -> stored in heap

Const locks values of primitives only, although we cannto create new object in its place, this is because we can modify heap not call stack.

By assigning object to object contt objectB=objectA we do not create new in memory, we add address to old one. This is why changing value in objectB will modify also objectA.

Regular

<script src="script.js"></script>

Async

<script async src="script.js"></script> //still stops for execution

* Script not guaranteed to be execute d in order
* Scripts run, may happen after the DomContentLoaded since fetching may be longer than HTML parsing. If not, then will wait with execution.

Defered

<script defer src="script.js"></script>

* DomContentLoaded after all scripts are executed
* Scripts executed in order.

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