
Session 4

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1 Some Points

1. What is JS and general overview
2. History of JS
3. How JS works
4. Compiled vs Interpreted
5. JS Engines
6. What is ECMA Script and what is ECMA in general
7. What can JS do
8. What is cookies
9. JS usage in validating user input (First layer input)
10. Cookies and Local Storage (security, and storage size)
11. JS OOP
12. Where to write JS (inline, external, internal)
13. JS keywords
14. JS data types
15. White spaces and linebreaks in JS code
16. Function vs method
17. Comments in JS
18. `var`, `let`, `const`
19. Naming conventions
20. PascalCase, camelCase, snake_case
21. JS console in browser dev tools
22. `var` with multiple variables
23. Using `console.log()`
24. Hoisting and shadow file
25. Same variable different data types
26. Initialization without declaration
27. `alert` method

Some Points

- 28. `window` Global object
- 29. `confirm`, `prompt` methods
- 30. Operations and type conversion with numbers and strings
- 31. `parseInt` to convert string to number
- 32. `new Date()` class constructor