**Level 2 Process**

1. What is the DOM?

Document Object Model. The DOM defines the standard for accessing HTML documents.

1. List three methods to manipulate the DOM.

Body, p, div, span, Id’s, classes.

1. What is an asynchronous call?

Asynchronous requests will wait for a timer to finish or a request to respond while the rest of the code continues to execute. Then when the time is right a callback will spring these asynchronous requests into action.

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

Use the Chrome DevTools Sources panel to:

View files.

Edit CSS and JavaScript.

Create and save Snippets of JavaScript, which you can run on any page. Snippets are similar to bookmarklets.

Debug JavaScript.

Set up a Workspace, so that changes you make in DevTools get saved to the code on your file system.

1. What is a JavaScript promise?

Understanding JavaScript Promises. A promise represents the eventual result of an asynchronous operation. It is a placeholder into which the successful result value or reason for failure will materialize.

1. What is an API?

Application Programming Interfaces (APIs) are constructs made available in programming languages to allow developers to create complex functionality more easily. They abstract more complex code away from you, providing some easier syntax to use in its place.

1. What is a JavaScript Event?

When JavaScript is used in HTML pages, JavaScript can "react" on these events.

1. What is event bubbling?

A bubbling event goes from the target element straight up. Normally it goes upwards till <html>, and then to document object, and some events even reach window, calling all handlers on the path.

If an element has multiple event handlers on a single event, then even if one of them stops the bubbling, the other ones still execute.

In other words, event.stopPropagation() stops the move upwards, but on the current element all other handlers will run.

To stop the bubbling and prevent handlers on the current element from running, there’s a method event.stopImmediatePropagation(). After it no other handlers execute.