Built-in objects in JavaScript

* Window
* Document
* History
* Exception
* Screen
* Navigator
* Geo Location
* Local Storage
* Session Storage
* Cookies
* Frames
* Forms

JS

* In JS there is a class called Object which is in the topmost hierarchy.
* Two ways to declare objects,
  + Using Object class.
  + Making use of Composite variables directly.
* Two Types of Validation
  + Form Level Validation
    - By default
  + Field Level Validation
    - As and when typing in field it immediately validates.
    - In form give novalidate.
    - Event action maping and event action binding
* Min levl max lelev will only work when form validation is enabled.

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| Even Source | See pic |  |
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