**NPM liveServer**

https://www.npmjs.com/package/live-server

**Open Source Editor IDE**

https://code.visualstudio.com/

**JavaScript Arrays**

Arrays are list-like objects whose prototype has methods to perform traversal and mutation operations. Neither the length of a JavaScript array nor the types of its elements are fixed. Since an array's length can change at any time, and data can be stored at non-contiguous locations in the array,

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Array

**JavaScript Objects**

An object is a collection of related data and/or functionality

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Basics

**JSON object**

The JSON object contains methods for parsing JavaScript Object Notation (JSON) and converting values to JSON. It can't be called or constructed, and aside from its two method properties, it has no interesting functionality of its own.

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/JSON

**Valid JSON**

https://jsonlint.com/

**JavaScript Fetch**

The Fetch API provides a JavaScript interface for accessing and manipulating parts of the HTTP pipeline, such as requests and responses. It also provides a global fetch() method that provides an easy, logical way to fetch resources asynchronously across the network.

https://developer.mozilla.org/en-US/docs/Web/API/Fetch\_API/Using\_Fetch

**JSON parse and JSON stringify**

The JSON.parse() method parses a JSON string, constructing the JavaScript value or object described by the string. An optional reviver function can be provided to perform a transformation on the resulting object before it is returned.

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/JSON/parse

The JSON.stringify() method converts a JavaScript object or value to a JSON string, optionally replacing values if a replacer function is specified or optionally including only the specified properties if a replacer array is specified.

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/JSON/stringify

**LocalStorage**

The read-only localStorage property allows you to access a Storage object for the Document's origin; the stored data is saved across browser sessions. localStorage is similar to sessionStorage, except that while data stored in localStorage has no expiration time, data stored in sessionStorage gets cleared when the page session ends

https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage