## 11

This.dataset 🡪 gives everything with ‘data-‘

Add styles to html -> progress.style.flexBasis=`${percent}%`;

Timeupdate/ progress event 🡪 whenever the video updates its time code

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pressed.splice(-secretCode.length-1, pressed.length- secretCode.length);

(-) Sign makes it start from the back

if(pressed.join('').includes(secretCode)) 🡪 array to string

13

Debounce function – to reduce the number of times its called when scrolling

window.scrollY – how many pixels we have scrolled down at the very top of the browser

to get the bottom pixel level to this we add window.innerHeight

sliderImage.offsetTop --> how far the top of the image is from the top of the window

14

let age = 100;

let age2 = age;

console.log(age, age2);

age = 200;

console.log(age, age2);



Same with strings

15

When we call the event listener on the submit button the page refreshes by default bcz we are clicking the submit button in a form and in those cases a page reload happens. So to overcome that we are going to

function addItem(e){

e.preventDefault();

console.log("hello");

}

Call the e.preventDefault function

Clear the form - this.reset();

There is an object in the browser called local storage that stores details

Dev tools -> application tab

To save in local storage ->

localStorage.setItem('items', JSON.stringify(items));

event delegation

in this case the list ae created after its populated so putting the event on the checkbox won’t work, so we use event delegation. That is we give the responsibility to the parent(plates) and tell the parent that when the inputs are clicked to pass the clicl to the child

16

<div class="hero">

<h1 contenteditable>🔥WOAH!</h1>

</div>

Contenteditable makes the content changeable when clicked

let{ offsetX: x, offsetY: y} =e

same as

let x = e.offsetX

let y = e.offsetY

17

document.querySelector("#bands").innerHTML = sortedBands.map(band =>

`<li>${band}</li>`).join('');

</script>

18

const seconds = timeNodes

.map(node => node.dataset.time)

.map(timeCode => {

const [mins, secs] = timeCode.split(':').map(parseFloat);

return (mins \* 60) + secs;

})

.reduce((total, vidSeconds) => total + vidSeconds);

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e.pageX 🡪 X distance from the beginning of the page

slider.offseLeft -> distance to the div from the page

e.preventDefault 🡪 will stop text from getting selected and stuff like that

30

Math.rand – random nu between 0 and 1

To get a no between min and max u need to do like

Math.random() \* (max-min) + min

Holes is a node list

To get a particular value we can get the index

hole = holes[idx];