	Jara & Cript - 7 DATE
	this keyword > this keyword refers to an object that is executing the avorent piece of code. (A window object **)
0.	Try & Catch ->
	try - the toy statement allows you to define a block of code to be tested for errors while it is being executed
	cotch > the Catch statement allows you to define a block of code to be executed, if an error occurs in the try block.
	Arrow functions -> (a,b) => {
The state of the s	console log (9+b);
	In condition of single organism No, need to put () bygckets. single implicit return -> in only need of value return.
	compt func = (q,b) => (value);

con remove seturn if we only seturn value in a function Set timeout { call back function > function that used as arguments set Timeout (Punction, timeout) this set a fine out of call back function to execute often that timeout. Set Interval -(Interval) Set Interval (function, timeout); Clear Interval (id); setInterval function enecute the callback function until we use clear interval after every timeout again and again. clear Interval is used to stop set interval. In this id is id of setinterval. Function we can store this id in a variable and put the rasjable as argument in clavintend tet id = set Interval (function, timeout);