1. targil
2. async
   1. promise
   2. async await
   3. try catch
3. delete keys
4. localStorage
5. json
6. regex

TK 1:

choose number randomly between 0 to 1000

create promise that will success if this number is even and return the number

else the promise will fail with error msg "the number was odd"

TK 2:

create object name, lname, age, year

delete the age

display the object

HW:

1. choose number between 0 to 1000
   1. if the number > 500 then the promise success and send the number
   2. else the promise failed with msg the random number is too low
   3. use settimeout with 20(ms)
   4. this is a promise
   5. display the result in the console
   6. use then and catch
2. use the same promise from (1) and this time user try, catch, await, async
3. create animal object with name, legs, maxAge
   1. delete the maxAge

\*\*\*\*\*\* optional \*\*\*\*\*\*

1. create popup that display msg in the html
   1. in the popup should be 2 btns
      1. yes
      2. no
   2. when the popup shown it should start promise
   3. when the user chooses yes, the promise success
   4. when the user chooses no, the promise failed