1. ternary operator
2. truthy / falsely
3. string
   1. includes
   2. startsWith
   3. endsWith
   4. replace
4. \*\* operator

JavaScript object oriented

1. class
2. constructor
3. properties
4. methods
5. static
6. private
7. extends
8. super

TK 1:

1. choose random number from 0 to 100
2. create variable msg
3. if the number is bigger than 20 then
   1. msg = the number bigger then 20
4. else
   1. msg = the number smaller then 20

TK 2:

1. create paragraph with some text from wiki <https://en.wikipedia.org/wiki/HTML>
2. create input
3. when input change finds if the value of the input exists in the paragraph