Task 1

Open up the index.html and it works

Task 2

Inheritance is about constructing objects and each object has its own instance. You can extend on this instance and give a new class properties of the parent class. That's what you call inheritance.

Pro’s

* Prevents pollution
* Makes it easy to fast assign properties
* A child Parent structure(OOP)

Cons

* Complex
* Takes time to set up

Task 3

Couldn't figure out how to fetch the random url html, but made a function for it

Task 4

JavaScript is single-threaded. That means it handles event per event and does not handle more events than 1 at a time. I would use Async methods and promises to execute code at the same time.

Task 5

I prefer to use eventListeners than onclick functions, because the onclick functionality has less usability. eventListeners are better mass assignable.

Task 6

Didn't have enough time for it