**Hoisting**

Hoisting is JavaScript's default behavior of moving all declarations to the top of the current scope (to the top of the current script or the current function).

'use strict';

window.onload = () => {

    console.log(x);

    let x;

}

It returns:

Uncaught ReferenceError: Cannot access 'x' before initialization

So let and const keywords prevent us from using the variable before initialization.

If it is var:

'use strict';

window.onload = () => {

    console.log(x);

    var x;

}

Then it returns undefined. Cuz it is declared but not defined.

If it is a function:

'use strict';

window.onload = () => {

    console.log(x());

    var x=()=>{

        // function body

    };

}

Then it returns: Uncaught TypeError: x is not a function. Because it doesn’t know that x is a function. After Hoisting our code looks like this=>

'use strict';

window.onload = () => {

var x

    console.log(x());

    x=()=>{

        // function body

    };

}

“use strict” just makes sure that we declare our variable.

'use strict';

window.onload = () => {

    x = 3;

    console.log(x);

}

Here it gives an error that x is not defined if it weren’t for “use strict”

Then this would return 3

**Null vs Undefined**

In JavaScript, undefined means a variable has been declared but has not yet been assigned a value, such as:

 var testVar;

    alert(testVar); //shows undefined

    alert(typeof testVar); //shows undefined

null is an assignment value. It can be assigned to a variable as a representation of no value:

var testVar = null;

    alert(testVar); //shows null

    alert(typeof testVar); //shows object

From the preceding examples, it is clear that undefined and null are two distinct types: undefined is a type itself (undefined) while null is an object.

null === undefined // false

null == undefined //true

null === null // true

We have got a bookshelf with no books🡪if we take a book it is undefined

We haven’t got bookshelf 🡪if we take a book it is null

**IIFE (Immediately Invoked Function Expression)**

An **IIFE** (Immediately Invoked Function Expression) is a [JavaScript](https://developer.mozilla.org/en-US/docs/Glossary/JavaScript) [function](https://developer.mozilla.org/en-US/docs/Glossary/Function) that runs as soon as it is defined.

window.onload = () => {

    (( ) => {

        console.log("IIFE-1");

    })( );

    (function( ) {

        console.log("IIFE-2");

    })( );

We just create a function inside parenthesis and we also put parenthesis after the first parenthesis so that it is called once the page is loaded.

**Inheritance in ECMAScript 5 (ES5) call( ) method**

 const Animal = function(fname, age) {

        this.fname = fname;

        this.age = age;

        this.GetName = () => {

            console.log(this.fname);

        }

    }

    const Fox = function(fname, age) {

        Animal.call(this, fname, age);

    }

    const fox1 = new Fox("fox-1", 12)

    fox1.GetName();

we use call method to call animal constructor function in Fox. And We gotta pass “this” as well, the fox itself. Call is like a bind( ) method. The diffrence is that it calls that class immediately.

**How to equalize constructor functions(classes)**

In order for them to be equal we gotta equalize A’s prototype (base function’s) to B’s prototype!

 const Animal = function(fname, age) {

        this.fname = fname;

        this.age = age;

        this.GetName = () => {

            console.log(this.fname);

        }

    }

    const Fox = function(fname, age) {

        Animal.call(this, fname, age);

    }

    const fox1 = new Fox("fox-1", 12)

    Animal.prototype = Fox.prototype

    console.log(fox1 instanceof Animal);

the result is true.

**Function to generate a random number between a specific range**

function randomNumber(min, max) {

return Math.floor(Math.random() \* (max - min) + min);

}

For example 1-9 Math.floor((0-8)+1)

**Object.freeze(obj)**

We use this method to prevent changing the properties of the object

 const Animal = function(fname, age) {

        this.fname = fname;

        this.age = age;

    }

    const ani = new Animal("Vahid", 12)

    Object.freeze(ani)

    ani.fname = "jello";

Cannot assign to read only property 'fname' of object '#<Animal>'

A frozen object can no longer be changed, freezing an object prevents new properties from being added to it, existing properties from being removed

**Closure**

Closure means that an inner function always has access to the vars and parameters of its outer function, even after the outer function has returned.

 function OuterFunction() {

        var outerVariable = 1;

        function InnerFunction() {

            alert(outerVariable);

        }

        InnerFunction();

    }

**DataTransfer**

e.dataTransfer can only be used in drag events only when there is transaction in dragZone! Once we drop something, it is sent to e.dataTransfer.files whether it is one file or multiple files.

boxes.addEventListener("drop", (e) => {

        e.preventDefault();

        for (const file of e.dataTransfer.files) {

            fileList.push(file)

        }

        drop(e)

    });

function drop(e) {

    title.textContent = "Click or drag"

    boxes.classList.remove("border")

    for (const file of fileList) {

// one by one we are gonna read the files

        const reader = new FileReader();

        reader.readAsDataURL(file)

        reader.onload = function(e) {

            boxes.insertAdjacentHTML("beforeend", `<img src="${reader.result}" alt="img">`)

        }

    }

}