

# Jump Into JavaScript

Learn the FUNdamentals





So lets start  
at the  
beginning...

So what  
does  
your  
browser  
do?



# Creates a Window Object

- Goes out and follows the address / URI / URL you entered
- Takes the resources that come back and parses / deciphers them
- Creates an object in memory that represents those resources
- Applies all of the styles and special instructions it was given

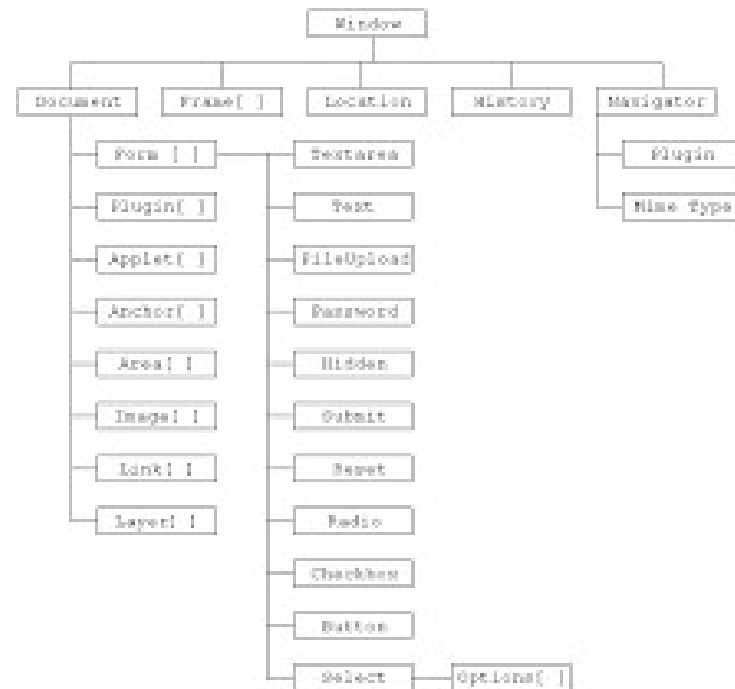


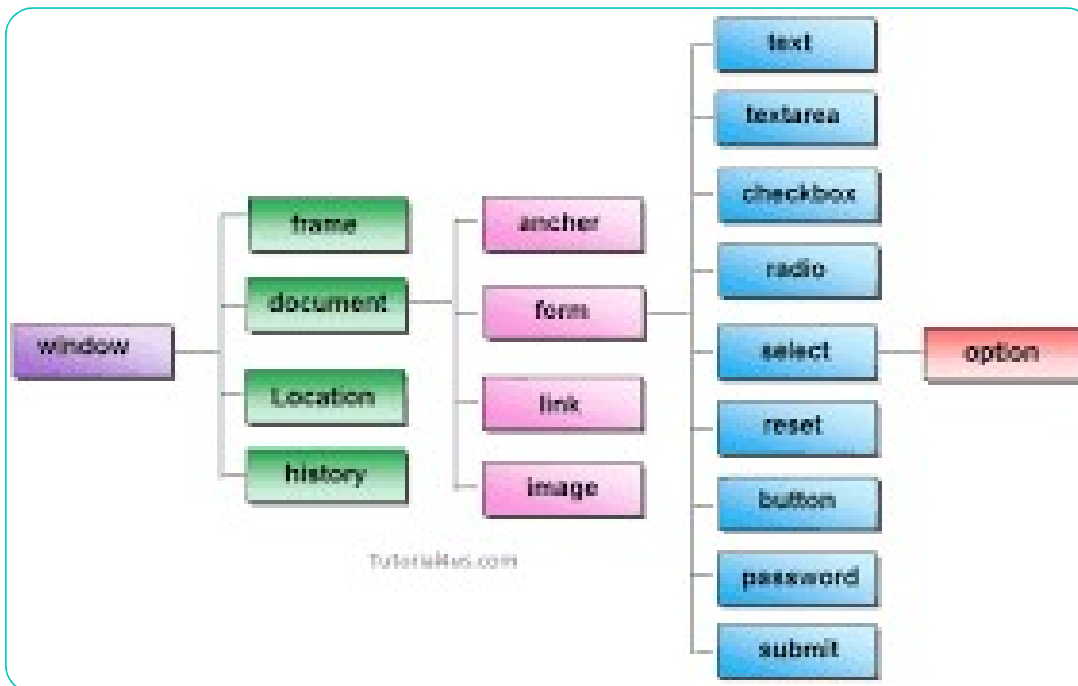
Figure: Spider Object Model

# What is an object?

- A series of key : value pairs wrapped in brackets
- Can hold values (properties)
- Can hold functions (methods)
- Can hold primitive data types
- Can hold other objects

```
const me = {  
  name : "Susan",  
  age: 39,  
  married: true,  
  hobbies: ["Coding", "Wine Drinking", "Sarcastic Comments"],  
  placesLived: [{city:"Denver", state:"Colorado"},  
                {city:"Teaneck", state: "New Jersey"}],  
  drinkingCoffee : coffeeTime(),  
};  
  
function coffeeTime () {  
  return true;  
}
```





**Window Object**  
has:

- properties
- methods

Some of those  
properties are  
nested objects ...  
like document

# Declaring Variables & Variable Scope

- Variables are saved values (Primitive) or references to saved values (Object)
- If you create a variable in your code outside of any function it is placed on the “window” object and has “global scope”
- If you create a variable in your code within a function it has “functional scope” and is hoisted to the beginning of the function (so you can use it before it is declared)
- If you create a variable with “let” or “const” within a function it will have “block scope” and be defined within the code block it is created and from where they are created onwards.