**DOM elements in browser**

**DOM actually is the code generated inside browser (representation of HTML structure)created in** various programming languages.

As the browser reads the HTML code, it creates corresponding DOM nodes to represent the structure of the document.

**In real time while writing web page i.e html page, during creation of each html tag a DOM code is created inside browser side by side .**

**During creation of html in 1990 DOM was existing may be in C,C++ language.DOM was embedded already in browser we could not change it at that time.**

**Later on there came a problem in form tag that is while sending information to server if there was any irrelevant information in form controls i.e html input tags so after submitting the form, server was giving response back fill the form again there is a mistake, so this cause the frustration among users they have to fill form again time consuming then this problem was told by users to website developers at the end problem was send to actual browser developers at that time there was one browser netscape today’s Mozilla so owner told his manager do some thing so that user should be given message while filling form not after submitting so manager of netscape he know that html was creating DOM inside so he though why we will not make change in this DOM so he created a language called Javascript today’s ECMA script through which we could manipulate DOM Elements (which is actually created inside browser) so he tested in the company but this was to be embedded with html so they went to W3C owner of HTML tags Tim Berners Lee He gave them a tag known as script tag in which we could use Javascript code (which is combination of Javascript , DOM events ,CSS etc).** . The script tag was introduced by the W3C to allow developers to include JavaScript code in HTML documents.**Later Microsoft created their own language to manipulate DOM known as vbscript as they were having their own browser i.e Internet Explorer. Their DOM was created through some other language may be in C, C++, JAVA just like netscape browser’s DOM created in some language they also went to the W3C to make their browser DOM compatible with vbscript which could manipulate DOM Elements .**

**SO type attribute was added with script tag which would declare what type of language will interact with the DOM i.e manipulate with DOM**

The type attribute in the script tag is used to specify the scripting language being used, such as "text/javascript" for JavaScript.

**Netscape’s language JAVASCRIPT (also called livescript)used in browser’s DOM manipulation .**

**Microsoft language VBSCRIPT user browser’s DOM manipulation**

DOM is a programming interface that represents the structure of an HTML or XML document as a tree-like structure, where each node in the tree represents an element, attribute, or piece of text in the document. The DOM provides a way for programs (usually written in languages like JavaScript) to interact with and manipulate the structure, content, and style of the document.

The initial creation of the DOM tree is usually done by the browser's rendering engine,

VBScript was primarily used in Microsoft's Internet Explorer browser as an alternative to JavaScript for client-side scripting.

1. **Document**: *ƒ Document()*
   1. **arguments**: null
   2. **caller**: null
   3. **length**: 0
   4. **name**: "Document"
   5. **prototype**: Document
      1. **URL**: (...)
      2. **activeElement**: (...)
      3. **adoptNode**: *ƒ adoptNode()*
      4. **adoptedStyleSheets**: (...)
      5. **alinkColor**: (...)
      6. **all**: (...)
      7. **anchors**: (...)
      8. **append**: *ƒ append()*
      9. **applets**: (...)
      10. **bgColor**: (...)
      11. **body**: (...)
      12. **captureEvents**: *ƒ captureEvents()*
      13. **caretRangeFromPoint**: *ƒ caretRangeFromPoint()*
      14. **characterSet**: (...)
      15. **charset**: (...)
      16. **childElementCount**: (...)
      17. **children**: (...)
      18. **clear**: *ƒ clear()*
      19. **close**: *ƒ close()*
      20. **compatMode**: (...)
      21. **contentType**: (...)
      22. **cookie**: (...)
      23. **createAttribute**: *ƒ createAttribute()*
      24. **createAttributeNS**: *ƒ createAttributeNS()*
      25. **createCDATASection**: *ƒ createCDATASection()*
      26. **createComment**: *ƒ createComment()*
      27. **createDocumentFragment**: *ƒ createDocumentFragment()*
      28. **createElement**: *ƒ createElement()*
          1. **length**: 1
          2. **name**: "createElement"
          3. arguments: (...)
          4. caller: (...)
          5. [[Prototype]]: *ƒ ()*
             1. **apply**: *ƒ apply()*

**length**: 2

**name**: "apply"

arguments: (...)

caller: (...)

[[Prototype]]: *ƒ ()*

**apply**: *ƒ apply()*

**arguments**: (...)

**bind**: *ƒ bind()*

**call**: *ƒ call()*

**caller**: (...)

**constructor**: *ƒ Function()*

**length**: 0

**name**: ""

**toString**: *ƒ toString()*

**Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*

get arguments: *ƒ ()*

set arguments: *ƒ ()*

get caller: *ƒ ()*

set caller: *ƒ ()*

[[FunctionLocation]]:

[[Prototype]]: Object

[[Scopes]]: Scopes[0]

[[Scopes]]: Scopes[0]

* + - * 1. **arguments**: (...)
        2. **bind**: *ƒ bind()*
        3. **call**: *ƒ call()*
        4. **caller**: (...)
        5. **constructor**: *ƒ Function()*
        6. **length**: 0
        7. **name**: ""
        8. **toString**: *ƒ toString()*
        9. **Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*
        10. get arguments: *ƒ ()*
        11. set arguments: *ƒ ()*
        12. get caller: *ƒ ()*
        13. set caller: *ƒ ()*
        14. [[FunctionLocation]]:
        15. [[Prototype]]: Object
        16. [[Scopes]]: Scopes[0]
      1. [[Scopes]]: Scopes[0]
    1. **createElementNS**: *ƒ createElementNS()*
    2. **createEvent**: *ƒ createEvent()*
    3. **createExpression**: *ƒ createExpression()*
    4. **createNSResolver**: *ƒ createNSResolver()*
    5. **createNodeIterator**: *ƒ createNodeIterator()*
    6. **createProcessingInstruction**: *ƒ createProcessingInstruction()*
    7. **createRange**: *ƒ createRange()*
    8. **createTextNode**: *ƒ createTextNode()*
    9. **createTreeWalker**: *ƒ createTreeWalker()*
    10. **currentScript**: (...)
    11. **defaultView**: (...)
    12. **designMode**: (...)
    13. **dir**: (...)
    14. **doctype**: (...)
    15. **documentElement**: (...)
    16. **documentURI**: (...)
    17. **domain**: (...)
    18. **elementFromPoint**: *ƒ elementFromPoint()*
    19. **elementsFromPoint**: *ƒ elementsFromPoint()*
    20. **embeds**: (...)
    21. **evaluate**: *ƒ evaluate()*
    22. **execCommand**: *ƒ execCommand()*
    23. **exitFullscreen**: *ƒ exitFullscreen()*
    24. **exitPictureInPicture**: *ƒ exitPictureInPicture()*
    25. **exitPointerLock**: *ƒ exitPointerLock()*
    26. **featurePolicy**: (...)
    27. **fgColor**: (...)
    28. **firstElementChild**: (...)
    29. **fonts**: (...)
    30. **forms**: (...)
    31. **fragmentDirective**: (...)
    32. **fullscreen**: (...)
    33. **fullscreenElement**: (...)
    34. **fullscreenEnabled**: (...)
    35. **getAnimations**: *ƒ getAnimations()*
    36. **getElementById**: *ƒ getElementById()*
    37. **getElementsByClassName**: *ƒ getElementsByClassName()*
    38. **getElementsByName**: *ƒ getElementsByName()*
    39. **getElementsByTagName**: *ƒ getElementsByTagName()*
    40. **getElementsByTagNameNS**: *ƒ getElementsByTagNameNS()*
    41. **getSelection**: *ƒ getSelection()*
    42. **hasFocus**: *ƒ hasFocus()*
    43. **hasStorageAccess**: *ƒ hasStorageAccess()*
    44. **head**: (...)
    45. **hidden**: (...)
    46. **images**: (...)
    47. **implementation**: (...)
    48. **importNode**: *ƒ importNode()*
        1. **length**: 1
        2. **name**: "importNode"
        3. arguments: (...)
        4. caller: (...)
        5. [[Prototype]]: *ƒ ()*
        6. [[Scopes]]: Scopes[0]
    49. **inputEncoding**: (...)
    50. **lastElementChild**: (...)
    51. **lastModified**: (...)
    52. **linkColor**: (...)
    53. **links**: (...)
    54. **onabort**: (...)
    55. **onanimationend**: (...)
    56. **onanimationiteration**: (...)
    57. **onanimationstart**: (...)
    58. **onauxclick**: (...)
    59. **onbeforecopy**: (...)
    60. **onbeforecut**: (...)
    61. **onbeforeinput**: (...)
    62. **onbeforematch**: (...)
    63. **onbeforepaste**: (...)
    64. **onbeforetoggle**: (...)
    65. **onbeforexrselect**: (...)
    66. **onblur**: (...)
    67. **oncancel**: (...)
    68. **oncanplay**: (...)
    69. **oncanplaythrough**: (...)
    70. **onchange**: (...)
    71. **onclick**: (...)
    72. **onclose**: (...)
    73. **oncontentvisibilityautostatechange**: (...)
    74. **oncontextlost**: (...)
    75. **oncontextmenu**: (...)
    76. **oncontextrestored**: (...)
    77. **oncopy**: (...)
    78. **oncuechange**: (...)
    79. **oncut**: (...)
    80. **ondblclick**: (...)
    81. **ondrag**: (...)
    82. **ondragend**: (...)
    83. **ondragenter**: (...)
    84. **ondragleave**: (...)
    85. **ondragover**: (...)
    86. **ondragstart**: (...)
    87. **ondrop**: (...)
    88. **ondurationchange**: (...)
    89. **onemptied**: (...)
    90. **onended**: (...)
    91. **onerror**: (...)
    92. **onfocus**: (...)
    93. **onformdata**: (...)
    94. **onfreeze**: (...)
    95. **onfullscreenchange**: (...)
    96. **onfullscreenerror**: (...)
    97. **ongotpointercapture**: (...)
    98. **oninput**: (...)
    99. **oninvalid**: (...)
    100. **onkeydown**: (...)
    101. **onkeypress**: (...)
    102. **onkeyup**: (...)
    103. **onload**: (...)
    104. **onloadeddata**: (...)
    105. **onloadedmetadata**: (...)
    106. **onloadstart**: (...)
    107. **onlostpointercapture**: (...)
    108. **onmousedown**: (...)
    109. **onmouseenter**: undefined
    110. **onmouseleave**: undefined
    111. **onmousemove**: (...)
    112. **onmouseout**: (...)
    113. **onmouseover**: (...)
    114. **onmouseup**: (...)
    115. **onmousewheel**: (...)
    116. **onpaste**: (...)
    117. **onpause**: (...)
    118. **onplay**: (...)
    119. **onplaying**: (...)
    120. **onpointercancel**: (...)
    121. **onpointerdown**: (...)
    122. **onpointerenter**: (...)
    123. **onpointerleave**: (...)
    124. **onpointerlockchange**: (...)
    125. **onpointerlockerror**: (...)
    126. **onpointermove**: (...)
    127. **onpointerout**: (...)
    128. **onpointerover**: (...)
    129. **onpointerrawupdate**: (...)
    130. **onpointerup**: (...)
    131. **onprerenderingchange**: (...)
    132. **onprogress**: (...)
    133. **onratechange**: (...)
    134. **onreadystatechange**: undefined
    135. **onreset**: (...)
    136. **onresize**: (...)
    137. **onresume**: (...)
    138. **onscroll**: (...)
    139. **onscrollend**: (...)
    140. **onsearch**: (...)
    141. **onsecuritypolicyviolation**: (...)
    142. **onseeked**: (...)
    143. **onseeking**: (...)
    144. **onselect**: (...)
    145. **onselectionchange**: (...)
    146. **onselectstart**: (...)
    147. **onslotchange**: (...)
    148. **onstalled**: (...)
    149. **onsubmit**: (...)
    150. **onsuspend**: (...)
    151. **ontimeupdate**: (...)
    152. **ontoggle**: (...)
    153. **ontransitioncancel**: (...)
    154. **ontransitionend**: (...)
    155. **ontransitionrun**: (...)
    156. **ontransitionstart**: (...)
    157. **onvisibilitychange**: (...)
    158. **onvolumechange**: (...)
    159. **onwaiting**: (...)
    160. **onwebkitanimationend**: (...)
    161. **onwebkitanimationiteration**: (...)
    162. **onwebkitanimationstart**: (...)
    163. **onwebkitfullscreenchange**: (...)
    164. **onwebkitfullscreenerror**: (...)
    165. **onwebkittransitionend**: (...)
    166. **onwheel**: (...)
    167. **open**: *ƒ open()*
         1. **length**: 0
         2. **name**: "open"
         3. arguments: (...)
         4. caller: (...)
         5. [[Prototype]]: *ƒ ()*
         6. [[Scopes]]: Scopes[0]
    168. **pictureInPictureElement**: (...)
    169. **pictureInPictureEnabled**: (...)
    170. **plugins**: (...)
    171. **pointerLockElement**: (...)
    172. **prepend**: *ƒ prepend()*
         1. **length**: 0
         2. **name**: "prepend"
         3. arguments: (...)
         4. caller: (...)
         5. [[Prototype]]: *ƒ ()*
            1. **apply**: *ƒ apply()*
            2. **arguments**: (...)
            3. **bind**: *ƒ bind()*
            4. **call**: *ƒ call()*
            5. **caller**: (...)
            6. **constructor**: *ƒ Function()*
            7. **length**: 0
            8. **name**: ""
            9. **toString**: *ƒ toString()*
            10. **Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*
            11. get arguments: *ƒ ()*
            12. set arguments: *ƒ ()*
            13. get caller: *ƒ ()*
            14. set caller: *ƒ ()*
            15. [[FunctionLocation]]:
            16. [[Prototype]]: Object
            17. [[Scopes]]: Scopes[0]
         6. [[Scopes]]: Scopes[0]
            1. *No properties*
    173. (...)
  1. [[Prototype]]: *ƒ Node()*
     1. **ATTRIBUTE\_NODE**: 2
     2. **CDATA\_SECTION\_NODE**: 4
     3. **COMMENT\_NODE**: 8
     4. **DOCUMENT\_FRAGMENT\_NODE**: 11
     5. **DOCUMENT\_NODE**: 9
     6. **DOCUMENT\_POSITION\_CONTAINED\_BY**: 16
     7. **DOCUMENT\_POSITION\_CONTAINS**: 8
     8. **DOCUMENT\_POSITION\_DISCONNECTED**: 1
     9. **DOCUMENT\_POSITION\_FOLLOWING**: 4
     10. **DOCUMENT\_POSITION\_IMPLEMENTATION\_SPECIFIC**: 32
     11. **DOCUMENT\_POSITION\_PRECEDING**: 2
     12. **DOCUMENT\_TYPE\_NODE**: 10
     13. **ELEMENT\_NODE**: 1
     14. **ENTITY\_NODE**: 6
     15. **ENTITY\_REFERENCE\_NODE**: 5
     16. **NOTATION\_NODE**: 12
     17. **PROCESSING\_INSTRUCTION\_NODE**: 7
     18. **TEXT\_NODE**: 3
     19. **arguments**: null
     20. **caller**: null
     21. **length**: 0
     22. **name**: "Node"
     23. **prototype**: Node
         1. **ATTRIBUTE\_NODE**: 2
         2. **CDATA\_SECTION\_NODE**: 4
         3. **COMMENT\_NODE**: 8
         4. **DOCUMENT\_FRAGMENT\_NODE**: 11
         5. **DOCUMENT\_NODE**: 9
         6. **DOCUMENT\_POSITION\_CONTAINED\_BY**: 16
         7. **DOCUMENT\_POSITION\_CONTAINS**: 8
         8. **DOCUMENT\_POSITION\_DISCONNECTED**: 1
         9. **DOCUMENT\_POSITION\_FOLLOWING**: 4
         10. **DOCUMENT\_POSITION\_IMPLEMENTATION\_SPECIFIC**: 32
         11. **DOCUMENT\_POSITION\_PRECEDING**: 2
         12. **DOCUMENT\_TYPE\_NODE**: 10
         13. **ELEMENT\_NODE**: 1
         14. **ENTITY\_NODE**: 6
         15. **ENTITY\_REFERENCE\_NODE**: 5
         16. **NOTATION\_NODE**: 12
         17. **PROCESSING\_INSTRUCTION\_NODE**: 7
         18. **TEXT\_NODE**: 3
         19. **appendChild**: *ƒ appendChild()*
         20. **baseURI**: (...)
         21. **childNodes**: (...)
         22. **cloneNode**: *ƒ cloneNode()*
         23. **compareDocumentPosition**: *ƒ compareDocumentPosition()*
         24. **contains**: *ƒ contains()*
         25. **firstChild**: (...)
         26. **getRootNode**: *ƒ getRootNode()*
         27. **hasChildNodes**: *ƒ hasChildNodes()*
         28. **insertBefore**: *ƒ insertBefore()*
         29. **isConnected**: (...)
         30. **isDefaultNamespace**: *ƒ isDefaultNamespace()*
         31. **isEqualNode**: *ƒ isEqualNode()*
         32. **isSameNode**: *ƒ isSameNode()*
         33. **lastChild**: (...)
         34. **lookupNamespaceURI**: *ƒ lookupNamespaceURI()*
         35. **lookupPrefix**: *ƒ lookupPrefix()*
         36. **nextSibling**: (...)
         37. **nodeName**: (...)
         38. **nodeType**: (...)
         39. **nodeValue**: (...)
         40. **normalize**: *ƒ normalize()*
         41. **ownerDocument**: (...)
         42. **parentElement**: (...)
         43. **parentNode**: (...)
         44. **previousSibling**: (...)
         45. **removeChild**: *ƒ removeChild()*
         46. **replaceChild**: *ƒ replaceChild()*
         47. **textContent**: (...)
         48. **constructor**: *ƒ Node()*
         49. **Symbol(Symbol.toStringTag)**: "Node"
         50. get baseURI: *ƒ baseURI()*
         51. get childNodes: *ƒ childNodes()*
         52. get firstChild: *ƒ firstChild()*
         53. get isConnected: *ƒ isConnected()*
         54. get lastChild: *ƒ lastChild()*
         55. get nextSibling: *ƒ nextSibling()*
         56. get nodeName: *ƒ nodeName()*
         57. get nodeType: *ƒ nodeType()*
         58. get nodeValue: *ƒ nodeValue()*
         59. set nodeValue: *ƒ nodeValue()*
         60. get ownerDocument: *ƒ ownerDocument()*
         61. get parentElement: *ƒ parentElement()*
         62. get parentNode: *ƒ parentNode()*
         63. get previousSibling: *ƒ previousSibling()*
         64. get textContent: *ƒ textContent()*
         65. set textContent: *ƒ textContent()*
         66. [[Prototype]]: EventTarget
     24. [[Prototype]]: *ƒ EventTarget()*
         1. **arguments**: null
         2. **caller**: null
         3. **length**: 0
         4. **name**: "EventTarget"
         5. **prototype**: EventTarget {Symbol(Symbol.toStringTag): 'EventTarget', addEventListener: *ƒ*, dispatchEvent: *ƒ*, removeEventListener: *ƒ*, constructor: *ƒ*}
         6. [[Prototype]]: *ƒ ()*
            1. **apply**: *ƒ apply()*
            2. **arguments**: (...)
            3. **bind**: *ƒ bind()*
            4. **call**: *ƒ call()*
            5. **caller**: (...)
            6. **constructor**: *ƒ Function()*
            7. **length**: 0
            8. **name**: ""
            9. **toString**: *ƒ toString()*
            10. **Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*
            11. get arguments: *ƒ ()*
            12. set arguments: *ƒ ()*
            13. get caller: *ƒ ()*
            14. set caller: *ƒ ()*
            15. [[FunctionLocation]]:
            16. [[Prototype]]: Object
            17. [[Scopes]]: Scopes[0]
         7. [[Scopes]]: Scopes[0]
     25. [[Scopes]]: Scopes[0]
  2. [[Scopes]]: Scopes[0]

The Browser Object Model (BOM) and the Document Object Model (DOM) are separate concepts, although they are both related to JavaScript and web browsers. Let me clarify the difference between them:

1. BOM (Browser Object Model): The BOM represents the browser's programming interface that provides JavaScript access to various browser-specific features and functionalities. It includes objects like **window**, **navigator**, **location**, **history**, and **screen**. The BOM is responsible for tasks such as opening new windows, managing the browser's history, manipulating the URL, and interacting with the user's screen. Methods like **open()**, **close()**, and properties like **location.href**, **navigator.userAgent**, and **screen.width** are part of the BOM.
2. DOM (Document Object Model): The DOM is a programming interface that represents the structure of an HTML or XML document as a tree-like structure. It provides a way to interact with and manipulate the elements, attributes, and text within the document. The DOM allows JavaScript to access and modify the content, structure, and style of a web page. Methods like **getElementById()**, **appendChild()**, and properties like **textContent**, **innerHTML**, and **style** are part of the DOM.

In the case of **alert()**, it is not specific to either the BOM or the DOM. It is a built-in function provided by JavaScript itself, not by the browser or the DOM. The **alert()** function is part of the JavaScript language and can be used in any JavaScript environment, including web browsers, to display a simple alert dialog box with a message.

To summarize, **alert()** is not directly associated with the BOM or the DOM. It is a built-in JavaScript function that can be used within the browser environment or any other JavaScript runtime environment.

in window BOM we see various methods alert atob blur what are they part of

ChatGPT

The methods you mentioned (**alert()**, **atob()**, **blur()**) are part of the global **window** object in JavaScript. The **window** object is a core object within the Browser Object Model (BOM) and represents the browser window or tab that contains the web page.

Here's a breakdown of each method you mentioned:

1. **alert()**: The **alert()** method is a built-in function in JavaScript that displays a simple alert dialog box with a message to the user. It is commonly used for displaying important messages or notifications. While it is accessible through the **window** object, it is not specific to the BOM itself. It is a general-purpose JavaScript function available in various JavaScript environments.
2. **atob()**: The **atob()** method is also a built-in function in JavaScript that is used to decode a base64-encoded string. It is part of the **window** object and can be accessed through **window.atob()**. It is useful when working with base64-encoded data, such as decoding images or other binary data encoded as base64 strings.
3. **blur()**: The **blur()** method is used to remove focus from the current window or element. It is part of the **window** object and can be accessed through **window.blur()**. By calling **blur()**, you can programmatically remove the focus from the currently focused window or element, allowing other elements to become focused or the window to lose focus.

It's important to note that while these methods are accessible through the **window** object, they are not specific to the BOM itself. They are general-purpose JavaScript methods that can be used in various JavaScript environments, including web browsers. The **window** object in the BOM acts as a global object within the browser environment, providing access to these and other built-in methods and properties.

Yes, the `document` object in the `window` is a fundamental part of the Document Object Model (DOM). It represents the current web page loaded in the browser and provides an interface for interacting with and manipulating the structure, content, and styling of the page.

The `document` object is a property of the `window` object and can be accessed as `window.document` or simply as `document` within JavaScript code. It serves as the entry point to the DOM, allowing you to access and modify various elements, attributes, and properties of the web page.

Through the `document` object, you can perform tasks such as:

- Accessing and modifying the content of HTML elements.

- Manipulating element styles and classes.

- Dynamically creating, adding, or removing elements from the web page.

- Traversing the DOM tree to find specific elements.

- Handling events associated with elements.

Examples of commonly used properties and methods of the `document` object include `document.getElementById()`, `document.querySelector()`, `document.createElement()`, `document.body`, `document.title`, `document.head`, and many more. These methods and properties allow you to interact with the DOM and manipulate the content and structure of the web page.

In summary, the `document` object in the `window` object represents the DOM of the current web page loaded in the browser. It provides a rich set of properties and methods to interact with and manipulate the elements and content of the web page.

in window if document represents DOM then what represents BOM

ChatGPT

In the **window** object, the Browser Object Model (BOM) is represented by various objects and properties that are not directly related to the **document** object.

Here are some key objects and properties within the **window** object that represent the BOM:

1. **window.navigator**: The **navigator** object provides information about the user's browser and system. It contains properties like **userAgent**, **appName**, **platform**, **language**, etc. It is part of the BOM and provides browser-specific information.
2. **window.location**: The **location** object represents the URL of the current web page and provides properties like **href**, **pathname**, **protocol**, **search**, etc. It allows you to access and manipulate the URL, navigate to different pages, and perform other URL-related tasks.
3. **window.history**: The **history** object represents the browser's session history, allowing you to navigate through the user's browsing history. It provides methods like **back()**, **forward()**, **go()**, and properties like **length** to interact with the history stack.
4. **window.screen**: The **screen** object represents the user's screen or display. It provides properties like **width**, **height**, **colorDepth**, **availWidth**, **availHeight**, etc., which give information about the user's screen resolution and display capabilities.
5. **window.open()**, **window.close()**: These methods allow you to open new browser windows or tabs and close them programmatically.
6. **window.alert()**, **window.confirm()**, **window.prompt()**: These methods display dialog boxes to interact with the user and gather input or show messages.

BOM (Browser Object Model)

1. *Window {window: Window, self: Window, document: document, name: '', location: Location, …}*
   1. **alert**: *ƒ alert()*
      1. **length**: 0
      2. **name**: "alert"
      3. arguments: (...)
      4. caller: (...)
      5. [[Prototype]]: *ƒ ()*
         1. **apply**: *ƒ apply()*
         2. **arguments**: (...)
         3. **bind**: *ƒ bind()*
         4. **call**: *ƒ call()*
         5. **caller**: (...)
         6. **constructor**: *ƒ Function()*
         7. **length**: 0
         8. **name**: ""
         9. **toString**: *ƒ toString()*
         10. **Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*
         11. get arguments: *ƒ ()*
         12. set arguments: *ƒ ()*
         13. get caller: *ƒ ()*
         14. set caller: *ƒ ()*
         15. [[FunctionLocation]]:
         16. [[Prototype]]: Object
             1. **constructor**: *ƒ Object()*
             2. **hasOwnProperty**: *ƒ hasOwnProperty()*
             3. **isPrototypeOf**: *ƒ isPrototypeOf()*
             4. **propertyIsEnumerable**: *ƒ propertyIsEnumerable()*
             5. **toLocaleString**: *ƒ toLocaleString()*
             6. **toString**: *ƒ toString()*
             7. **valueOf**: *ƒ valueOf()*
             8. **\_\_defineGetter\_\_**: *ƒ \_\_defineGetter\_\_()*
             9. **\_\_defineSetter\_\_**: *ƒ \_\_defineSetter\_\_()*
             10. **\_\_lookupGetter\_\_**: *ƒ \_\_lookupGetter\_\_()*
             11. **\_\_lookupSetter\_\_**: *ƒ \_\_lookupSetter\_\_()*
             12. **\_\_proto\_\_**: (...)
             13. get \_\_proto\_\_: *ƒ \_\_proto\_\_()*
             14. set \_\_proto\_\_: *ƒ \_\_proto\_\_()*
         17. [[Scopes]]: Scopes[0]
      6. [[Scopes]]: Scopes[0]
2. **atob**: *ƒ atob()*
3. **blur**: *ƒ blur()*
4. **btoa**: *ƒ btoa()*
5. **caches**: CacheStorage {}
6. **cancelAnimationFrame**: *ƒ cancelAnimationFrame()*
7. **cancelIdleCallback**: *ƒ cancelIdleCallback()*
8. **captureEvents**: *ƒ captureEvents()*
9. **chrome**: {loadTimes: *ƒ*, csi: *ƒ*}
10. **clearInterval**: *ƒ clearInterval()*
11. **clearTimeout**: *ƒ clearTimeout()*
12. **clientInformation**: Navigator {vendorSub: '', productSub: '20030107', vendor: 'Google Inc.', maxTouchPoints: 1, scheduling: Scheduling, …}
13. **close**: *ƒ close()*
14. **closed**: false
15. **confirm**: *ƒ confirm()*
16. **cookieStore**: CookieStore {onchange: null}
17. **createImageBitmap**: *ƒ createImageBitmap()*
18. **credentialless**: false
19. **crossOriginIsolated**: false
20. **crypto**: Crypto {subtle: SubtleCrypto}
21. **customElements**: CustomElementRegistry {}
22. **devicePixelRatio**: 2
23. **document**: document
24. **external**: External {}
25. **fetch**: *ƒ fetch()*
26. **find**: *ƒ find()*
27. **focus**: *ƒ focus()*
28. **frameElement**: null
29. **frames**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
30. **getComputedStyle**: *ƒ getComputedStyle()*
31. **getScreenDetails**: *ƒ getScreenDetails()*
32. **getSelection**: *ƒ getSelection()*
33. **history**: History {length: 2, scrollRestoration: 'auto', state: null}
34. **indexedDB**: IDBFactory {}
35. **innerHeight**: 94
36. **innerWidth**: 185
37. **isSecureContext**: true
38. **launchQueue**: LaunchQueue {}
39. **length**: 0
40. **localStorage**: Storage {length: 0}
41. **location**: Location {ancestorOrigins: DOMStringList, href: 'http://127.0.0.1:5500/TestFile/forms/forminput.html', origin: 'http://127.0.0.1:5500', protocol: 'http:', host: '127.0.0.1:5500', …}
42. **locationbar**: BarProp {visible: true}
43. **matchMedia**: *ƒ matchMedia()*
44. **menubar**: BarProp {visible: true}
45. **moveBy**: *ƒ moveBy()*
46. **moveTo**: *ƒ moveTo()*
47. **name**: ""
48. **navigation**: Navigation {currentEntry: NavigationHistoryEntry, transition: null, canGoBack: false, canGoForward: false, onnavigate: null, …}
49. **navigator**: Navigator {vendorSub: '', productSub: '20030107', vendor: 'Google Inc.', maxTouchPoints: 1, scheduling: Scheduling, …}
50. **onabort**: null
51. **onafterprint**: null
52. **onanimationend**: null
53. **onanimationiteration**: null
54. **onanimationstart**: null
55. **onappinstalled**: null
56. **onauxclick**: null
57. **onbeforeinput**: null
58. **onbeforeinstallprompt**: null
59. **onbeforematch**: null
60. **onbeforeprint**: null
61. **onbeforetoggle**: null
62. **onbeforeunload**: null
63. **onbeforexrselect**: null
64. **onblur**: null
65. **oncancel**: null
66. **oncanplay**: null
67. **oncanplaythrough**: null
68. **onchange**: null
69. **onclick**: null
70. **onclose**: null
71. **oncontentvisibilityautostatechange**: null
72. **oncontextlost**: null
73. **oncontextmenu**: null
74. **oncontextrestored**: null
75. **oncuechange**: null
76. **ondblclick**: null
77. **ondevicemotion**: null
78. **ondeviceorientation**: null
79. **ondeviceorientationabsolute**: null
80. **ondrag**: null
81. **ondragend**: null
82. **ondragenter**: null
83. **ondragleave**: null
84. **ondragover**: null
85. **ondragstart**: null
86. **ondrop**: null
87. **ondurationchange**: null
88. **onemptied**: null
89. **onended**: null
90. **onerror**: null
91. **onfocus**: null
92. **onformdata**: null
93. **ongotpointercapture**: null
94. **onhashchange**: null
95. **oninput**: null
96. **oninvalid**: null
97. **onkeydown**: null
98. **onkeypress**: null
99. **onkeyup**: null
100. **onlanguagechange**: null
101. **onload**: null
102. **onloadeddata**: null
103. **onloadedmetadata**: null
104. **onloadstart**: null
105. **onlostpointercapture**: null
106. **onmessage**: null
107. **onmessageerror**: null
108. **onmousedown**: null
109. **onmouseenter**: null
110. **onmouseleave**: null
111. **onmousemove**: null
112. **onmouseout**: null
113. **onmouseover**: null
114. **onmouseup**: null
115. **onmousewheel**: null
116. **onoffline**: null
117. **ononline**: null
118. **onpagehide**: null
119. **onpageshow**: null
120. **onpause**: null
121. **onplay**: null
122. **onplaying**: null
123. **onpointercancel**: null
124. **onpointerdown**: null
125. **onpointerenter**: null
126. **onpointerleave**: null
127. **onpointermove**: null
128. **onpointerout**: null
129. **onpointerover**: null
130. **onpointerrawupdate**: null
131. **onpointerup**: null
132. **onpopstate**: null
133. **onprogress**: null
134. **onratechange**: null
135. **onrejectionhandled**: null
136. **onreset**: null
137. **onresize**: null
138. **onscroll**: null
139. **onscrollend**: null
140. **onsearch**: null
141. **onsecuritypolicyviolation**: null
142. **onseeked**: null
143. **onseeking**: null
144. **onselect**: null
145. **onselectionchange**: null
146. **onselectstart**: null
147. **onslotchange**: null
148. **onstalled**: null
149. **onstorage**: null
150. **onsubmit**: null
151. **onsuspend**: null
152. **ontimeupdate**: null
153. **ontoggle**: null
154. **ontransitioncancel**: null
155. **ontransitionend**: null
156. **ontransitionrun**: null
157. **ontransitionstart**: null
158. **onunhandledrejection**: null
159. **onunload**: null
160. **onvolumechange**: null
161. **onwaiting**: null
162. **onwebkitanimationend**: null
163. **onwebkitanimationiteration**: null
164. **onwebkitanimationstart**: null
165. **onwebkittransitionend**: null
166. **onwheel**: null
167. **open**: *ƒ open()*
168. **openDatabase**: *ƒ openDatabase()*
169. **opener**: null
170. **origin**: "http://127.0.0.1:5500"
171. **originAgentCluster**: false
172. **outerHeight**: 84
173. **outerWidth**: 167
174. **pageXOffset**: 0
175. **pageYOffset**: 0
176. **parent**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
177. **performance**: Performance {timeOrigin: 1689513947486.4, onresourcetimingbufferfull: null, timing: PerformanceTiming, navigation: PerformanceNavigation, memory: MemoryInfo, …}
178. **personalbar**: BarProp {visible: true}
179. **postMessage**: *ƒ postMessage()*
180. **print**: *ƒ print()*
181. **prompt**: *ƒ prompt()*
182. **queryLocalFonts**: *ƒ queryLocalFonts()*
183. **queueMicrotask**: *ƒ queueMicrotask()*
184. **releaseEvents**: *ƒ releaseEvents()*
185. **reportError**: *ƒ reportError()*
186. **requestAnimationFrame**: *ƒ requestAnimationFrame()*
187. **requestIdleCallback**: *ƒ requestIdleCallback()*
188. **resizeBy**: *ƒ resizeBy()*
189. **resizeTo**: *ƒ resizeTo()*
190. **scheduler**: Scheduler {}
191. **screen**: Screen {availWidth: 167, availHeight: 84, width: 167, height: 84, colorDepth: 24, …}
192. **screenLeft**: 0
193. **screenTop**: 0
194. **screenX**: 0
195. **screenY**: 0
196. **scroll**: *ƒ scroll()*
197. **scrollBy**: *ƒ scrollBy()*
198. **scrollTo**: *ƒ scrollTo()*
199. **scrollX**: 0
200. **scrollY**: 0
201. **scrollbars**: BarProp {visible: true}
202. **self**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
203. **sessionStorage**: Storage {IsThisFirstTime\_Log\_From\_LiveServer: 'true', length: 1}
204. **setInterval**: *ƒ setInterval()*
205. **setTimeout**: *ƒ setTimeout()*
206. **showDirectoryPicker**: *ƒ showDirectoryPicker()*
207. **showOpenFilePicker**: *ƒ showOpenFilePicker()*
208. **showSaveFilePicker**: *ƒ showSaveFilePicker()*
209. **speechSynthesis**: SpeechSynthesis {pending: false, speaking: false, paused: false, onvoiceschanged: null}
210. **status**: ""
211. **statusbar**: BarProp {visible: true}
212. **stop**: *ƒ stop()*
213. **structuredClone**: *ƒ structuredClone()*
214. **styleMedia**: StyleMedia {type: 'screen'}
215. **toolbar**: BarProp {visible: true}
216. **top**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
217. **trustedTypes**: TrustedTypePolicyFactory {emptyHTML: emptyHTML "", emptyScript: emptyScript "", defaultPolicy: null}
218. **visualViewport**: VisualViewport {offsetLeft: 0, offsetTop: 0, pageLeft: 0, pageTop: 0, width: 185, …}
219. **webkitCancelAnimationFrame**: *ƒ webkitCancelAnimationFrame()*
220. **webkitRequestAnimationFrame**: *ƒ webkitRequestAnimationFrame()*
221. **webkitRequestFileSystem**: *ƒ webkitRequestFileSystem()*
222. **webkitResolveLocalFileSystemURL**: *ƒ webkitResolveLocalFileSystemURL()*
223. **window**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
224. **Infinity**: Infinity
225. **AbortController**: *ƒ AbortController()*
226. **AbortSignal**: *ƒ AbortSignal()*
227. **AbsoluteOrientationSensor**: *ƒ AbsoluteOrientationSensor()*
228. **AbstractRange**: *ƒ AbstractRange()*
229. **Accelerometer**: *ƒ Accelerometer()*
230. **AggregateError**: *ƒ AggregateError()*
231. **AnalyserNode**: *ƒ AnalyserNode()*
232. **Animation**: *ƒ Animation()*
233. **AnimationEffect**: *ƒ AnimationEffect()*
234. **AnimationEvent**: *ƒ AnimationEvent()*
235. **AnimationPlaybackEvent**: *ƒ AnimationPlaybackEvent()*
236. **AnimationTimeline**: *ƒ AnimationTimeline()*
237. **Array**: *ƒ Array()*
238. **ArrayBuffer**: *ƒ ArrayBuffer()*
239. **Atomics**: Atomics {load: *ƒ*, store: *ƒ*, add: *ƒ*, sub: *ƒ*, and: *ƒ*, …}
240. **Attr**: *ƒ Attr()*
241. **Audio**: *ƒ Audio()*
242. **AudioBuffer**: *ƒ AudioBuffer()*
243. **AudioBufferSourceNode**: *ƒ AudioBufferSourceNode()*
244. **AudioContext**: *ƒ AudioContext()*
245. **AudioData**: *ƒ AudioData()*
246. **AudioDecoder**: *ƒ AudioDecoder()*
247. **AudioDestinationNode**: *ƒ AudioDestinationNode()*
248. **AudioEncoder**: *ƒ AudioEncoder()*
249. **AudioListener**: *ƒ AudioListener()*
250. **AudioNode**: *ƒ AudioNode()*
251. **AudioParam**: *ƒ AudioParam()*
252. **AudioParamMap**: *ƒ AudioParamMap()*
253. **AudioProcessingEvent**: *ƒ AudioProcessingEvent()*
254. **AudioScheduledSourceNode**: *ƒ AudioScheduledSourceNode()*
255. **AudioSinkInfo**: *ƒ AudioSinkInfo()*
256. **AudioWorklet**: *ƒ AudioWorklet()*
257. **AudioWorkletNode**: *ƒ AudioWorkletNode()*
258. **AuthenticatorAssertionResponse**: *ƒ AuthenticatorAssertionResponse()*
259. **AuthenticatorAttestationResponse**: *ƒ AuthenticatorAttestationResponse()*
260. **AuthenticatorResponse**: *ƒ AuthenticatorResponse()*
261. **BackgroundFetchManager**: *ƒ BackgroundFetchManager()*
262. **BackgroundFetchRecord**: *ƒ BackgroundFetchRecord()*
263. **BackgroundFetchRegistration**: *ƒ BackgroundFetchRegistration()*
264. **BarProp**: *ƒ BarProp()*
265. **BaseAudioContext**: *ƒ BaseAudioContext()*
266. **BatteryManager**: *ƒ BatteryManager()*
267. **BeforeInstallPromptEvent**: *ƒ BeforeInstallPromptEvent()*
268. **BeforeUnloadEvent**: *ƒ BeforeUnloadEvent()*
269. **BigInt**: *ƒ BigInt()*
270. **BigInt64Array**: *ƒ BigInt64Array()*
271. **BigUint64Array**: *ƒ BigUint64Array()*
272. **BiquadFilterNode**: *ƒ BiquadFilterNode()*
273. **Blob**: *ƒ Blob()*
274. **BlobEvent**: *ƒ BlobEvent()*
275. **Bluetooth**: *ƒ Bluetooth()*
276. **BluetoothCharacteristicProperties**: *ƒ BluetoothCharacteristicProperties()*
277. **BluetoothDevice**: *ƒ BluetoothDevice()*
278. **BluetoothRemoteGATTCharacteristic**: *ƒ BluetoothRemoteGATTCharacteristic()*
279. **BluetoothRemoteGATTDescriptor**: *ƒ BluetoothRemoteGATTDescriptor()*
280. **BluetoothRemoteGATTServer**: *ƒ BluetoothRemoteGATTServer()*
281. **BluetoothRemoteGATTService**: *ƒ BluetoothRemoteGATTService()*
282. **BluetoothUUID**: *ƒ BluetoothUUID()*
283. **Boolean**: *ƒ Boolean()*
284. **BroadcastChannel**: *ƒ BroadcastChannel()*
285. **BrowserCaptureMediaStreamTrack**: *ƒ BrowserCaptureMediaStreamTrack()*
286. **ByteLengthQueuingStrategy**: *ƒ ByteLengthQueuingStrategy()*
287. **CDATASection**: *ƒ CDATASection()*
288. **CSS**: CSS
     1. **Hz**: *ƒ Hz()*
     2. **Q**: *ƒ Q()*
     3. **ch**: *ƒ ch()*
     4. **cm**: *ƒ cm()*
     5. **cqb**: *ƒ cqb()*
     6. **cqh**: *ƒ cqh()*
     7. **cqi**: *ƒ cqi()*
     8. **cqmax**: *ƒ cqmax()*
     9. **cqmin**: *ƒ cqmin()*
     10. **cqw**: *ƒ cqw()*
     11. **deg**: *ƒ deg()*
     12. **dpcm**: *ƒ dpcm()*
     13. **dpi**: *ƒ dpi()*
     14. **dppx**: *ƒ dppx()*
     15. **dvb**: *ƒ dvb()*
     16. **dvh**: *ƒ dvh()*
     17. **dvi**: *ƒ dvi()*
     18. **dvmax**: *ƒ dvmax()*
     19. **dvmin**: *ƒ dvmin()*
     20. **dvw**: *ƒ dvw()*
     21. **em**: *ƒ em()*
     22. **escape**: *ƒ escape()*
     23. **ex**: *ƒ ex()*
     24. **fr**: *ƒ fr()*
     25. **grad**: *ƒ grad()*
     26. **highlights**: HighlightRegistry {size: 0}
     27. **in**: *ƒ in()*
     28. **kHz**: *ƒ kHz()*
     29. **lvb**: *ƒ lvb()*
     30. **lvh**: *ƒ lvh()*
     31. **lvi**: *ƒ lvi()*
     32. **lvmax**: *ƒ lvmax()*
     33. **lvmin**: *ƒ lvmin()*
     34. **lvw**: *ƒ lvw()*
     35. **mm**: *ƒ mm()*
     36. **ms**: *ƒ ms()*
     37. **number**: *ƒ number()*
     38. **paintWorklet**: Worklet {}
     39. **pc**: *ƒ pc()*
     40. **percent**: *ƒ percent()*
     41. **pt**: *ƒ pt()*
     42. **px**: *ƒ px()*
     43. **rad**: *ƒ rad()*
     44. **registerProperty**: *ƒ registerProperty()*
     45. **rem**: *ƒ rem()*
     46. **s**: *ƒ s()*
     47. **supports**: *ƒ supports()*
     48. **svb**: *ƒ svb()*
     49. **svh**: *ƒ svh()*
     50. **svi**: *ƒ svi()*
     51. **svmax**: *ƒ svmax()*
     52. **svmin**: *ƒ svmin()*
     53. **svw**: *ƒ svw()*
     54. **turn**: *ƒ turn()*
     55. **vb**: *ƒ vb()*
     56. **vh**: *ƒ vh()*
     57. **vi**: *ƒ vi()*
     58. **vmax**: *ƒ vmax()*
     59. **vmin**: *ƒ vmin()*
     60. **vw**: *ƒ vw()*
     61. **Symbol(Symbol.toStringTag)**: "CSS"
     62. [[Prototype]]: Object
289. **CSSAnimation**: *ƒ CSSAnimation()*
290. **CSSConditionRule**: *ƒ CSSConditionRule()*
291. **CSSContainerRule**: *ƒ CSSContainerRule()*
292. **CSSCounterStyleRule**: *ƒ CSSCounterStyleRule()*
293. **CSSFontFaceRule**: *ƒ CSSFontFaceRule()*
294. **CSSFontPaletteValuesRule**: *ƒ CSSFontPaletteValuesRule()*
295. **CSSGroupingRule**: *ƒ CSSGroupingRule()*
296. **CSSImageValue**: *ƒ CSSImageValue()*
297. **CSSImportRule**: *ƒ CSSImportRule()*
298. **CSSKeyframeRule**: *ƒ CSSKeyframeRule()*
299. **CSSKeyframesRule**: *ƒ CSSKeyframesRule()*
300. **CSSKeywordValue**: *ƒ CSSKeywordValue()*
301. **CSSLayerBlockRule**: *ƒ CSSLayerBlockRule()*
302. **CSSLayerStatementRule**: *ƒ CSSLayerStatementRule()*
303. **CSSMathClamp**: *ƒ CSSMathClamp()*
304. **CSSMathInvert**: *ƒ CSSMathInvert()*
305. **CSSMathMax**: *ƒ CSSMathMax()*
306. **CSSMathMin**: *ƒ CSSMathMin()*
307. **CSSMathNegate**: *ƒ CSSMathNegate()*
308. **CSSMathProduct**: *ƒ CSSMathProduct()*
309. **CSSMathSum**: *ƒ CSSMathSum()*
310. **CSSMathValue**: *ƒ CSSMathValue()*
311. **CSSMatrixComponent**: *ƒ CSSMatrixComponent()*
312. **CSSMediaRule**: *ƒ CSSMediaRule()*
313. **CSSNamespaceRule**: *ƒ CSSNamespaceRule()*
314. **CSSNumericArray**: *ƒ CSSNumericArray()*
315. **CSSNumericValue**: *ƒ CSSNumericValue()*
316. **CSSPageRule**: *ƒ CSSPageRule()*
317. **CSSPerspective**: *ƒ CSSPerspective()*
318. **CSSPositionValue**: *ƒ CSSPositionValue()*
319. **CSSPropertyRule**: *ƒ CSSPropertyRule()*
320. **CSSRotate**: *ƒ CSSRotate()*
321. **CSSRule**: *ƒ CSSRule()*
322. **CSSRuleList**: *ƒ CSSRuleList()*
323. **CSSScale**: *ƒ CSSScale()*
324. **CSSSkew**: *ƒ CSSSkew()*
325. **CSSSkewX**: *ƒ CSSSkewX()*
326. **CSSSkewY**: *ƒ CSSSkewY()*
327. **CSSStyleDeclaration**: *ƒ CSSStyleDeclaration()*
328. **CSSStyleRule**: *ƒ CSSStyleRule()*
329. **CSSStyleSheet**: *ƒ CSSStyleSheet()*
330. **CSSStyleValue**: *ƒ CSSStyleValue()*
331. **CSSSupportsRule**: *ƒ CSSSupportsRule()*
332. **CSSTransformComponent**: *ƒ CSSTransformComponent()*
333. **CSSTransformValue**: *ƒ CSSTransformValue()*
334. **CSSTransition**: *ƒ CSSTransition()*
335. **CSSTranslate**: *ƒ CSSTranslate()*
336. **CSSUnitValue**: *ƒ CSSUnitValue()*
337. **CSSUnparsedValue**: *ƒ CSSUnparsedValue()*
338. **CSSVariableReferenceValue**: *ƒ CSSVariableReferenceValue()*
339. **Cache**: *ƒ Cache()*
340. **CacheStorage**: *ƒ CacheStorage()*
341. **CanvasCaptureMediaStreamTrack**: *ƒ CanvasCaptureMediaStreamTrack()*
342. **CanvasGradient**: *ƒ CanvasGradient()*
343. **CanvasPattern**: *ƒ CanvasPattern()*
344. **CanvasRenderingContext2D**: *ƒ CanvasRenderingContext2D()*
345. **CaptureController**: *ƒ CaptureController()*
346. **ChannelMergerNode**: *ƒ ChannelMergerNode()*
347. **ChannelSplitterNode**: *ƒ ChannelSplitterNode()*
348. **CharacterData**: *ƒ CharacterData()*
349. **Clipboard**: *ƒ Clipboard()*
350. **ClipboardEvent**: *ƒ ClipboardEvent()*
351. **ClipboardItem**: *ƒ ClipboardItem()*
352. **CloseEvent**: *ƒ CloseEvent()*
353. **Comment**: *ƒ Comment()*
354. **CompositionEvent**: *ƒ CompositionEvent()*
355. **CompressionStream**: *ƒ CompressionStream()*
356. **ConstantSourceNode**: *ƒ ConstantSourceNode()*
357. **ContentVisibilityAutoStateChangeEvent**: *ƒ ContentVisibilityAutoStateChangeEvent()*
358. **ConvolverNode**: *ƒ ConvolverNode()*
359. **CookieChangeEvent**: *ƒ CookieChangeEvent()*
360. **CookieStore**: *ƒ CookieStore()*
361. **CookieStoreManager**: *ƒ CookieStoreManager()*
362. **CountQueuingStrategy**: *ƒ CountQueuingStrategy()*
363. **Credential**: *ƒ Credential()*
364. **CredentialsContainer**: *ƒ CredentialsContainer()*
365. **CropTarget**: *ƒ CropTarget()*
366. **Crypto**: *ƒ Crypto()*
367. **CryptoKey**: *ƒ CryptoKey()*
368. **CustomElementRegistry**: *ƒ CustomElementRegistry()*
369. **CustomEvent**: *ƒ CustomEvent()*
370. **CustomStateSet**: *ƒ CustomStateSet()*
371. **DOMError**: *ƒ DOMError()*
372. **DOMException**: *ƒ DOMException()*
373. **DOMImplementation**: *ƒ DOMImplementation()*
374. **DOMMatrix**: *ƒ DOMMatrix()*
375. **DOMMatrixReadOnly**: *ƒ DOMMatrixReadOnly()*
376. **DOMParser**: *ƒ DOMParser()*
377. **DOMPoint**: *ƒ DOMPoint()*
378. **DOMPointReadOnly**: *ƒ DOMPointReadOnly()*
379. **DOMQuad**: *ƒ DOMQuad()*
380. **DOMRect**: *ƒ DOMRect()*
381. **DOMRectList**: *ƒ DOMRectList()*
382. **DOMRectReadOnly**: *ƒ DOMRectReadOnly()*
383. **DOMStringList**: *ƒ DOMStringList()*
384. **DOMStringMap**: *ƒ DOMStringMap()*
385. **DOMTokenList**: *ƒ DOMTokenList()*
386. **DataTransfer**: *ƒ DataTransfer()*
387. **DataTransferItem**: *ƒ DataTransferItem()*
388. **DataTransferItemList**: *ƒ DataTransferItemList()*
389. **DataView**: *ƒ DataView()*
390. **Date**: *ƒ Date()*
391. **DecompressionStream**: *ƒ DecompressionStream()*
392. **DelayNode**: *ƒ DelayNode()*
393. **DelegatedInkTrailPresenter**: *ƒ DelegatedInkTrailPresenter()*
394. **DeviceMotionEvent**: *ƒ DeviceMotionEvent()*
395. **DeviceMotionEventAcceleration**: *ƒ DeviceMotionEventAcceleration()*
396. **DeviceMotionEventRotationRate**: *ƒ DeviceMotionEventRotationRate()*
397. **DeviceOrientationEvent**: *ƒ DeviceOrientationEvent()*
398. **Document**: *ƒ Document()*
399. **DocumentFragment**: *ƒ DocumentFragment()*
400. **DocumentTimeline**: *ƒ DocumentTimeline()*
401. **DocumentType**: *ƒ DocumentType()*
402. **DragEvent**: *ƒ DragEvent()*
403. **DynamicsCompressorNode**: *ƒ DynamicsCompressorNode()*
404. **Element**: *ƒ Element()*
405. **ElementInternals**: *ƒ ElementInternals()*
406. **EncodedAudioChunk**: *ƒ EncodedAudioChunk()*
407. **EncodedVideoChunk**: *ƒ EncodedVideoChunk()*
408. **Error**: *ƒ Error()*
409. **ErrorEvent**: *ƒ ErrorEvent()*
410. **EvalError**: *ƒ EvalError()*
411. **Event**: *ƒ Event()*
412. **EventCounts**: *ƒ EventCounts()*
413. **EventSource**: *ƒ EventSource()*
414. **EventTarget**: *ƒ EventTarget()*
415. **External**: *ƒ External()*
416. **EyeDropper**: *ƒ EyeDropper()*
417. **FeaturePolicy**: *ƒ FeaturePolicy()*
418. **FederatedCredential**: *ƒ FederatedCredential()*
419. **File**: *ƒ File()*
420. **FileList**: *ƒ FileList()*
421. **FileReader**: *ƒ FileReader()*
422. **FileSystemDirectoryHandle**: *ƒ FileSystemDirectoryHandle()*
423. **FileSystemFileHandle**: *ƒ FileSystemFileHandle()*
424. **FileSystemHandle**: *ƒ FileSystemHandle()*
425. **FileSystemWritableFileStream**: *ƒ FileSystemWritableFileStream()*
426. **FinalizationRegistry**: *ƒ FinalizationRegistry()*
427. **Float32Array**: *ƒ Float32Array()*
428. **Float64Array**: *ƒ Float64Array()*
429. **FocusEvent**: *ƒ FocusEvent()*
430. **FontData**: *ƒ FontData()*
431. **FontFace**: *ƒ FontFace()*
432. **FontFaceSetLoadEvent**: *ƒ FontFaceSetLoadEvent()*
433. **FormData**: *ƒ FormData()*
434. **FormDataEvent**: *ƒ FormDataEvent()*
435. **FragmentDirective**: *ƒ FragmentDirective()*
436. **Function**: *ƒ Function()*
437. **GPU**: *ƒ GPU()*
438. **GPUAdapter**: *ƒ GPUAdapter()*
439. **GPUAdapterInfo**: *ƒ GPUAdapterInfo()*
440. **GPUBindGroup**: *ƒ GPUBindGroup()*
441. **GPUBindGroupLayout**: *ƒ GPUBindGroupLayout()*
442. **GPUBuffer**: *ƒ GPUBuffer()*
443. **GPUBufferUsage**: GPUBufferUsage {MAP\_READ: 1, MAP\_WRITE: 2, COPY\_SRC: 4, COPY\_DST: 8, INDEX: 16, …}
444. **GPUCanvasContext**: *ƒ GPUCanvasContext()*
445. **GPUColorWrite**: GPUColorWrite {RED: 1, GREEN: 2, BLUE: 4, ALPHA: 8, ALL: 15, …}
446. **GPUCommandBuffer**: *ƒ GPUCommandBuffer()*
447. **GPUCommandEncoder**: *ƒ GPUCommandEncoder()*
448. **GPUCompilationInfo**: *ƒ GPUCompilationInfo()*
449. **GPUCompilationMessage**: *ƒ GPUCompilationMessage()*
450. **GPUComputePassEncoder**: *ƒ GPUComputePassEncoder()*
451. **GPUComputePipeline**: *ƒ GPUComputePipeline()*
452. **GPUDevice**: *ƒ GPUDevice()*
453. **GPUDeviceLostInfo**: *ƒ GPUDeviceLostInfo()*
454. **GPUError**: *ƒ GPUError()*
455. **GPUExternalTexture**: *ƒ GPUExternalTexture()*
456. **GPUInternalError**: *ƒ GPUInternalError()*
457. **GPUMapMode**: GPUMapMode {READ: 1, WRITE: 2, Symbol(Symbol.toStringTag): 'GPUMapMode'}
458. **GPUOutOfMemoryError**: *ƒ GPUOutOfMemoryError()*
459. **GPUPipelineError**: *ƒ GPUPipelineError()*
460. **GPUPipelineLayout**: *ƒ GPUPipelineLayout()*
461. **GPUQuerySet**: *ƒ GPUQuerySet()*
462. **GPUQueue**: *ƒ GPUQueue()*
463. **GPURenderBundle**: *ƒ GPURenderBundle()*
464. **GPURenderBundleEncoder**: *ƒ GPURenderBundleEncoder()*
465. **GPURenderPassEncoder**: *ƒ GPURenderPassEncoder()*
466. **GPURenderPipeline**: *ƒ GPURenderPipeline()*
467. **GPUSampler**: *ƒ GPUSampler()*
468. **GPUShaderModule**: *ƒ GPUShaderModule()*
469. **GPUShaderStage**: GPUShaderStage {VERTEX: 1, FRAGMENT: 2, COMPUTE: 4, Symbol(Symbol.toStringTag): 'GPUShaderStage'}
470. **GPUSupportedFeatures**: *ƒ GPUSupportedFeatures()*
471. **GPUSupportedLimits**: *ƒ GPUSupportedLimits()*
472. **GPUTexture**: *ƒ GPUTexture()*
473. **GPUTextureUsage**: GPUTextureUsage {COPY\_SRC: 1, COPY\_DST: 2, TEXTURE\_BINDING: 4, STORAGE\_BINDING: 8, RENDER\_ATTACHMENT: 16, …}
474. **GPUTextureView**: *ƒ GPUTextureView()*
475. **GPUUncapturedErrorEvent**: *ƒ GPUUncapturedErrorEvent()*
476. **GPUValidationError**: *ƒ GPUValidationError()*
477. **GainNode**: *ƒ GainNode()*
478. **Gamepad**: *ƒ Gamepad()*
479. **GamepadButton**: *ƒ GamepadButton()*
480. **GamepadEvent**: *ƒ GamepadEvent()*
481. **GamepadHapticActuator**: *ƒ GamepadHapticActuator()*
482. **Geolocation**: *ƒ Geolocation()*
483. **GeolocationCoordinates**: *ƒ GeolocationCoordinates()*
484. **GeolocationPosition**: *ƒ GeolocationPosition()*
485. **GeolocationPositionError**: *ƒ GeolocationPositionError()*
486. **GravitySensor**: *ƒ GravitySensor()*
487. **Gyroscope**: *ƒ Gyroscope()*
488. **HID**: *ƒ HID()*
489. **HIDConnectionEvent**: *ƒ HIDConnectionEvent()*
490. **HIDDevice**: *ƒ HIDDevice()*
491. **HIDInputReportEvent**: *ƒ HIDInputReportEvent()*
492. **HTMLAllCollection**: *ƒ HTMLAllCollection()*
493. **HTMLAnchorElement**: *ƒ HTMLAnchorElement()*
494. **HTMLAreaElement**: *ƒ HTMLAreaElement()*
495. **HTMLAudioElement**: *ƒ HTMLAudioElement()*
496. **HTMLBRElement**: *ƒ HTMLBRElement()*
497. **HTMLBaseElement**: *ƒ HTMLBaseElement()*
498. **HTMLBodyElement**: *ƒ HTMLBodyElement()*
499. **HTMLButtonElement**: *ƒ HTMLButtonElement()*
500. **HTMLCanvasElement**: *ƒ HTMLCanvasElement()*
501. **HTMLCollection**: *ƒ HTMLCollection()*
502. **HTMLDListElement**: *ƒ HTMLDListElement()*
503. **HTMLDataElement**: *ƒ HTMLDataElement()*
504. **HTMLDataListElement**: *ƒ HTMLDataListElement()*
505. **HTMLDetailsElement**: *ƒ HTMLDetailsElement()*
506. **HTMLDialogElement**: *ƒ HTMLDialogElement()*
507. **HTMLDirectoryElement**: *ƒ HTMLDirectoryElement()*
508. **HTMLDivElement**: *ƒ HTMLDivElement()*
509. **HTMLDocument**: *ƒ HTMLDocument()*
510. **HTMLElement**: *ƒ HTMLElement()*
511. **HTMLEmbedElement**: *ƒ HTMLEmbedElement()*
512. **HTMLFieldSetElement**: *ƒ HTMLFieldSetElement()*
513. **HTMLFontElement**: *ƒ HTMLFontElement()*
514. **HTMLFormControlsCollection**: *ƒ HTMLFormControlsCollection()*
515. **HTMLFormElement**: *ƒ HTMLFormElement()*
516. **HTMLFrameElement**: *ƒ HTMLFrameElement()*
517. **HTMLFrameSetElement**: *ƒ HTMLFrameSetElement()*
518. **HTMLHRElement**: *ƒ HTMLHRElement()*
519. **HTMLHeadElement**: *ƒ HTMLHeadElement()*
520. **HTMLHeadingElement**: *ƒ HTMLHeadingElement()*
521. **HTMLHtmlElement**: *ƒ HTMLHtmlElement()*
522. **HTMLIFrameElement**: *ƒ HTMLIFrameElement()*
523. **HTMLImageElement**: *ƒ HTMLImageElement()*
524. **HTMLInputElement**: *ƒ HTMLInputElement()*
525. **HTMLLIElement**: *ƒ HTMLLIElement()*
526. **HTMLLabelElement**: *ƒ HTMLLabelElement()*
527. **HTMLLegendElement**: *ƒ HTMLLegendElement()*
528. **HTMLLinkElement**: *ƒ HTMLLinkElement()*
529. **HTMLMapElement**: *ƒ HTMLMapElement()*
530. **HTMLMarqueeElement**: *ƒ HTMLMarqueeElement()*
531. **HTMLMediaElement**: *ƒ HTMLMediaElement()*
532. **HTMLMenuElement**: *ƒ HTMLMenuElement()*
533. **HTMLMetaElement**: *ƒ HTMLMetaElement()*
534. **HTMLMeterElement**: *ƒ HTMLMeterElement()*
535. **HTMLModElement**: *ƒ HTMLModElement()*
536. **HTMLOListElement**: *ƒ HTMLOListElement()*
537. **HTMLObjectElement**: *ƒ HTMLObjectElement()*
538. **HTMLOptGroupElement**: *ƒ HTMLOptGroupElement()*
539. **HTMLOptionElement**: *ƒ HTMLOptionElement()*
540. **HTMLOptionsCollection**: *ƒ HTMLOptionsCollection()*
541. **HTMLOutputElement**: *ƒ HTMLOutputElement()*
542. **HTMLParagraphElement**: *ƒ HTMLParagraphElement()*
543. **HTMLParamElement**: *ƒ HTMLParamElement()*
544. **HTMLPictureElement**: *ƒ HTMLPictureElement()*
545. **HTMLPreElement**: *ƒ HTMLPreElement()*
546. **HTMLProgressElement**: *ƒ HTMLProgressElement()*
547. **HTMLQuoteElement**: *ƒ HTMLQuoteElement()*
548. **HTMLScriptElement**: *ƒ HTMLScriptElement()*
549. **HTMLSelectElement**: *ƒ HTMLSelectElement()*
550. **HTMLSlotElement**: *ƒ HTMLSlotElement()*
551. **HTMLSourceElement**: *ƒ HTMLSourceElement()*
552. **HTMLSpanElement**: *ƒ HTMLSpanElement()*
553. **HTMLStyleElement**: *ƒ HTMLStyleElement()*
554. **HTMLTableCaptionElement**: *ƒ HTMLTableCaptionElement()*
555. **HTMLTableCellElement**: *ƒ HTMLTableCellElement()*
556. **HTMLTableColElement**: *ƒ HTMLTableColElement()*
557. **HTMLTableElement**: *ƒ HTMLTableElement()*
558. **HTMLTableRowElement**: *ƒ HTMLTableRowElement()*
559. **HTMLTableSectionElement**: *ƒ HTMLTableSectionElement()*
560. **HTMLTemplateElement**: *ƒ HTMLTemplateElement()*
561. **HTMLTextAreaElement**: *ƒ HTMLTextAreaElement()*
562. **HTMLTimeElement**: *ƒ HTMLTimeElement()*
563. **HTMLTitleElement**: *ƒ HTMLTitleElement()*
564. **HTMLTrackElement**: *ƒ HTMLTrackElement()*
565. **HTMLUListElement**: *ƒ HTMLUListElement()*
566. **HTMLUnknownElement**: *ƒ HTMLUnknownElement()*
567. **HTMLVideoElement**: *ƒ HTMLVideoElement()*
568. **HashChangeEvent**: *ƒ HashChangeEvent()*
569. **Headers**: *ƒ Headers()*
570. **Highlight**: *ƒ Highlight()*
571. **HighlightRegistry**: *ƒ HighlightRegistry()*
572. **History**: *ƒ History()*
573. **IDBCursor**: *ƒ IDBCursor()*
574. **IDBCursorWithValue**: *ƒ IDBCursorWithValue()*
575. **IDBDatabase**: *ƒ IDBDatabase()*
576. **IDBFactory**: *ƒ IDBFactory()*
577. **IDBIndex**: *ƒ IDBIndex()*
578. **IDBKeyRange**: *ƒ IDBKeyRange()*
579. **IDBObjectStore**: *ƒ IDBObjectStore()*
580. **IDBOpenDBRequest**: *ƒ IDBOpenDBRequest()*
581. **IDBRequest**: *ƒ IDBRequest()*
582. **IDBTransaction**: *ƒ IDBTransaction()*
583. **IDBVersionChangeEvent**: *ƒ IDBVersionChangeEvent()*
584. **IIRFilterNode**: *ƒ IIRFilterNode()*
585. **IdentityCredential**: *ƒ IdentityCredential()*
586. **IdleDeadline**: *ƒ IdleDeadline()*
587. **IdleDetector**: *ƒ IdleDetector()*
588. **Image**: *ƒ Image()*
589. **ImageBitmap**: *ƒ ImageBitmap()*
590. **ImageBitmapRenderingContext**: *ƒ ImageBitmapRenderingContext()*
591. **ImageCapture**: *ƒ ImageCapture()*
592. **ImageData**: *ƒ ImageData()*
593. **ImageDecoder**: *ƒ ImageDecoder()*
594. **ImageTrack**: *ƒ ImageTrack()*
595. **ImageTrackList**: *ƒ ImageTrackList()*
596. **Ink**: *ƒ Ink()*
597. **InputDeviceCapabilities**: *ƒ InputDeviceCapabilities()*
598. **InputDeviceInfo**: *ƒ InputDeviceInfo()*
599. **InputEvent**: *ƒ InputEvent()*
600. **Int8Array**: *ƒ Int8Array()*
601. **Int16Array**: *ƒ Int16Array()*
602. **Int32Array**: *ƒ Int32Array()*
603. **IntersectionObserver**: *ƒ IntersectionObserver()*
604. **IntersectionObserverEntry**: *ƒ IntersectionObserverEntry()*
605. **Intl**: Intl {getCanonicalLocales: *ƒ*, supportedValuesOf: *ƒ*, DateTimeFormat: *ƒ*, NumberFormat: *ƒ*, Collator: *ƒ*, …}
606. **JSON**: JSON {Symbol(Symbol.toStringTag): 'JSON', parse: *ƒ*, stringify: *ƒ*, rawJSON: *ƒ*, isRawJSON: *ƒ*}
607. **Keyboard**: *ƒ Keyboard()*
608. **KeyboardEvent**: *ƒ KeyboardEvent()*
609. **KeyboardLayoutMap**: *ƒ KeyboardLayoutMap()*
610. **KeyframeEffect**: *ƒ KeyframeEffect()*
611. **LargestContentfulPaint**: *ƒ LargestContentfulPaint()*
612. **LaunchParams**: *ƒ LaunchParams()*
613. **LaunchQueue**: *ƒ LaunchQueue()*
614. **LayoutShift**: *ƒ LayoutShift()*
615. **LayoutShiftAttribution**: *ƒ LayoutShiftAttribution()*
616. **LinearAccelerationSensor**: *ƒ LinearAccelerationSensor()*
617. **Location**: *ƒ Location()*
618. **Lock**: *ƒ Lock()*
619. **LockManager**: *ƒ LockManager()*
620. **MIDIAccess**: *ƒ MIDIAccess()*
621. **MIDIConnectionEvent**: *ƒ MIDIConnectionEvent()*
622. **MIDIInput**: *ƒ MIDIInput()*
623. **MIDIInputMap**: *ƒ MIDIInputMap()*
624. **MIDIMessageEvent**: *ƒ MIDIMessageEvent()*
625. **MIDIOutput**: *ƒ MIDIOutput()*
626. **MIDIOutputMap**: *ƒ MIDIOutputMap()*
627. **MIDIPort**: *ƒ MIDIPort()*
628. **Map**: *ƒ Map()*
629. **Math**: Math {abs: *ƒ*, acos: *ƒ*, acosh: *ƒ*, asin: *ƒ*, asinh: *ƒ*, …}
630. **MathMLElement**: *ƒ MathMLElement()*
631. **MediaCapabilities**: *ƒ MediaCapabilities()*
632. **MediaDeviceInfo**: *ƒ MediaDeviceInfo()*
633. **MediaDevices**: *ƒ MediaDevices()*
634. **MediaElementAudioSourceNode**: *ƒ MediaElementAudioSourceNode()*
635. **MediaEncryptedEvent**: *ƒ MediaEncryptedEvent()*
636. **MediaError**: *ƒ MediaError()*
637. **MediaKeyMessageEvent**: *ƒ MediaKeyMessageEvent()*
638. **MediaKeySession**: *ƒ MediaKeySession()*
639. **MediaKeyStatusMap**: *ƒ MediaKeyStatusMap()*
640. **MediaKeySystemAccess**: *ƒ MediaKeySystemAccess()*
641. **MediaKeys**: *ƒ MediaKeys()*
642. **MediaList**: *ƒ MediaList()*
643. **MediaMetadata**: *ƒ MediaMetadata()*
644. **MediaQueryList**: *ƒ MediaQueryList()*
645. **MediaQueryListEvent**: *ƒ MediaQueryListEvent()*
646. **MediaRecorder**: *ƒ MediaRecorder()*
647. **MediaSession**: *ƒ MediaSession()*
648. **MediaSource**: *ƒ MediaSource()*
649. **MediaSourceHandle**: *ƒ MediaSourceHandle()*
650. **MediaStream**: *ƒ MediaStream()*
651. **MediaStreamAudioDestinationNode**: *ƒ MediaStreamAudioDestinationNode()*
652. **MediaStreamAudioSourceNode**: *ƒ MediaStreamAudioSourceNode()*
653. **MediaStreamEvent**: *ƒ MediaStreamEvent()*
654. **MediaStreamTrack**: *ƒ MediaStreamTrack()*
655. **MediaStreamTrackEvent**: *ƒ MediaStreamTrackEvent()*
656. **MediaStreamTrackGenerator**: *ƒ MediaStreamTrackGenerator()*
657. **MediaStreamTrackProcessor**: *ƒ MediaStreamTrackProcessor()*
658. **MessageChannel**: *ƒ MessageChannel()*
659. **MessageEvent**: *ƒ MessageEvent()*
660. **MessagePort**: *ƒ MessagePort()*
661. **MimeType**: *ƒ MimeType()*
662. **MimeTypeArray**: *ƒ MimeTypeArray()*
663. **MouseEvent**: *ƒ MouseEvent()*
664. **MutationEvent**: *ƒ MutationEvent()*
665. **MutationObserver**: *ƒ MutationObserver()*
666. **MutationRecord**: *ƒ MutationRecord()*
667. **NaN**: NaN
668. **NamedNodeMap**: *ƒ NamedNodeMap()*
669. **NavigateEvent**: *ƒ NavigateEvent()*
670. **Navigation**: *ƒ Navigation()*
671. **NavigationCurrentEntryChangeEvent**: *ƒ NavigationCurrentEntryChangeEvent()*
672. **NavigationDestination**: *ƒ NavigationDestination()*
673. **NavigationHistoryEntry**: *ƒ NavigationHistoryEntry()*
674. **NavigationPreloadManager**: *ƒ NavigationPreloadManager()*
675. **NavigationTransition**: *ƒ NavigationTransition()*
676. **Navigator**: *ƒ Navigator()*
677. **NavigatorManagedData**: *ƒ NavigatorManagedData()*
678. **NavigatorUAData**: *ƒ NavigatorUAData()*
679. **NetworkInformation**: *ƒ NetworkInformation()*
680. **Node**: *ƒ Node()*
681. **NodeFilter**: *ƒ NodeFilter()*
682. **NodeIterator**: *ƒ NodeIterator()*
683. **NodeList**: *ƒ NodeList()*
684. **Notification**: *ƒ Notification()*
685. **Number**: *ƒ Number()*
686. **OTPCredential**: *ƒ OTPCredential()*
687. **Object**: *ƒ Object()*
688. **OfflineAudioCompletionEvent**: *ƒ OfflineAudioCompletionEvent()*
689. **OfflineAudioContext**: *ƒ OfflineAudioContext()*
690. **OffscreenCanvas**: *ƒ OffscreenCanvas()*
691. **OffscreenCanvasRenderingContext2D**: *ƒ OffscreenCanvasRenderingContext2D()*
692. **Option**: *ƒ Option()*
693. **OrientationSensor**: *ƒ OrientationSensor()*
694. **OscillatorNode**: *ƒ OscillatorNode()*
695. **OverconstrainedError**: *ƒ OverconstrainedError()*
696. **PageTransitionEvent**: *ƒ PageTransitionEvent()*
697. **PannerNode**: *ƒ PannerNode()*
698. **PasswordCredential**: *ƒ PasswordCredential()*
699. **Path2D**: *ƒ Path2D()*
700. **PaymentAddress**: *ƒ PaymentAddress()*
701. **PaymentManager**: *ƒ PaymentManager()*
702. **PaymentMethodChangeEvent**: *ƒ PaymentMethodChangeEvent()*
703. **PaymentRequest**: *ƒ PaymentRequest()*
704. **PaymentRequestUpdateEvent**: *ƒ PaymentRequestUpdateEvent()*
705. **PaymentResponse**: *ƒ PaymentResponse()*
706. **Performance**: *ƒ Performance()*
707. **PerformanceElementTiming**: *ƒ PerformanceElementTiming()*
708. **PerformanceEntry**: *ƒ PerformanceEntry()*
709. **PerformanceEventTiming**: *ƒ PerformanceEventTiming()*
710. **PerformanceLongTaskTiming**: *ƒ PerformanceLongTaskTiming()*
711. **PerformanceMark**: *ƒ PerformanceMark()*
712. **PerformanceMeasure**: *ƒ PerformanceMeasure()*
713. **PerformanceNavigation**: *ƒ PerformanceNavigation()*
714. **PerformanceNavigationTiming**: *ƒ PerformanceNavigationTiming()*
715. **PerformanceObserver**: *ƒ PerformanceObserver()*
716. **PerformanceObserverEntryList**: *ƒ PerformanceObserverEntryList()*
717. **PerformancePaintTiming**: *ƒ PerformancePaintTiming()*
718. **PerformanceResourceTiming**: *ƒ PerformanceResourceTiming()*
719. **PerformanceServerTiming**: *ƒ PerformanceServerTiming()*
720. **PerformanceTiming**: *ƒ PerformanceTiming()*
721. **PeriodicSyncManager**: *ƒ PeriodicSyncManager()*
722. **PeriodicWave**: *ƒ PeriodicWave()*
723. **PermissionStatus**: *ƒ PermissionStatus()*
724. **Permissions**: *ƒ Permissions()*
725. **PictureInPictureEvent**: *ƒ PictureInPictureEvent()*
726. **PictureInPictureWindow**: *ƒ PictureInPictureWindow()*
727. **Plugin**: *ƒ Plugin()*
728. **PluginArray**: *ƒ PluginArray()*
729. **PointerEvent**: *ƒ PointerEvent()*
730. **PopStateEvent**: *ƒ PopStateEvent()*
731. **Presentation**: *ƒ Presentation()*
732. **PresentationAvailability**: *ƒ PresentationAvailability()*
733. **PresentationConnection**: *ƒ PresentationConnection()*
734. **PresentationConnectionAvailableEvent**: *ƒ PresentationConnectionAvailableEvent()*
735. **PresentationConnectionCloseEvent**: *ƒ PresentationConnectionCloseEvent()*
736. **PresentationConnectionList**: *ƒ PresentationConnectionList()*
737. **PresentationReceiver**: *ƒ PresentationReceiver()*
738. **PresentationRequest**: *ƒ PresentationRequest()*
739. **ProcessingInstruction**: *ƒ ProcessingInstruction()*
740. **Profiler**: *ƒ Profiler()*
741. **ProgressEvent**: *ƒ ProgressEvent()*
742. **Promise**: *ƒ Promise()*
743. **PromiseRejectionEvent**: *ƒ PromiseRejectionEvent()*
744. **Proxy**: *ƒ Proxy()*
745. **PublicKeyCredential**: *ƒ PublicKeyCredential()*
746. **PushManager**: *ƒ PushManager()*
747. **PushSubscription**: *ƒ PushSubscription()*
748. **PushSubscriptionOptions**: *ƒ PushSubscriptionOptions()*
749. **RTCCertificate**: *ƒ RTCCertificate()*
750. **RTCDTMFSender**: *ƒ RTCDTMFSender()*
751. **RTCDTMFToneChangeEvent**: *ƒ RTCDTMFToneChangeEvent()*
752. **RTCDataChannel**: *ƒ RTCDataChannel()*
753. **RTCDataChannelEvent**: *ƒ RTCDataChannelEvent()*
754. **RTCDtlsTransport**: *ƒ RTCDtlsTransport()*
755. **RTCEncodedAudioFrame**: *ƒ RTCEncodedAudioFrame()*
756. **RTCEncodedVideoFrame**: *ƒ RTCEncodedVideoFrame()*
757. **RTCError**: *ƒ RTCError()*
758. **RTCErrorEvent**: *ƒ RTCErrorEvent()*
759. **RTCIceCandidate**: *ƒ RTCIceCandidate()*
760. **RTCIceTransport**: *ƒ RTCIceTransport()*
761. **RTCPeerConnection**: *ƒ RTCPeerConnection()*
762. **RTCPeerConnectionIceErrorEvent**: *ƒ RTCPeerConnectionIceErrorEvent()*
763. **RTCPeerConnectionIceEvent**: *ƒ RTCPeerConnectionIceEvent()*
764. **RTCRtpReceiver**: *ƒ RTCRtpReceiver()*
765. **RTCRtpSender**: *ƒ RTCRtpSender()*
766. **RTCRtpTransceiver**: *ƒ RTCRtpTransceiver()*
767. **RTCSctpTransport**: *ƒ RTCSctpTransport()*
768. **RTCSessionDescription**: *ƒ RTCSessionDescription()*
769. **RTCStatsReport**: *ƒ RTCStatsReport()*
770. **RTCTrackEvent**: *ƒ RTCTrackEvent()*
771. **RadioNodeList**: *ƒ RadioNodeList()*
772. **Range**: *ƒ Range()*
773. **RangeError**: *ƒ RangeError()*
774. **ReadableByteStreamController**: *ƒ ReadableByteStreamController()*
775. **ReadableStream**: *ƒ ReadableStream()*
776. **ReadableStreamBYOBReader**: *ƒ ReadableStreamBYOBReader()*
777. **ReadableStreamBYOBRequest**: *ƒ ReadableStreamBYOBRequest()*
778. **ReadableStreamDefaultController**: *ƒ ReadableStreamDefaultController()*
779. **ReadableStreamDefaultReader**: *ƒ ReadableStreamDefaultReader()*
780. **ReferenceError**: *ƒ ReferenceError()*
781. **Reflect**: Reflect {defineProperty: *ƒ*, deleteProperty: *ƒ*, apply: *ƒ*, construct: *ƒ*, get: *ƒ*, …}
782. **RegExp**: *ƒ RegExp()*
783. **RelativeOrientationSensor**: *ƒ RelativeOrientationSensor()*
784. **RemotePlayback**: *ƒ RemotePlayback()*
785. **ReportingObserver**: *ƒ ReportingObserver()*
786. **Request**: *ƒ Request()*
787. **ResizeObserver**: *ƒ ResizeObserver()*
788. **ResizeObserverEntry**: *ƒ ResizeObserverEntry()*
789. **ResizeObserverSize**: *ƒ ResizeObserverSize()*
790. **Response**: *ƒ Response()*
791. **SVGAElement**: *ƒ SVGAElement()*
792. **SVGAngle**: *ƒ SVGAngle()*
793. **SVGAnimateElement**: *ƒ SVGAnimateElement()*
794. **SVGAnimateMotionElement**: *ƒ SVGAnimateMotionElement()*
795. **SVGAnimateTransformElement**: *ƒ SVGAnimateTransformElement()*
796. **SVGAnimatedAngle**: *ƒ SVGAnimatedAngle()*
797. **SVGAnimatedBoolean**: *ƒ SVGAnimatedBoolean()*
798. **SVGAnimatedEnumeration**: *ƒ SVGAnimatedEnumeration()*
799. **SVGAnimatedInteger**: *ƒ SVGAnimatedInteger()*
800. **SVGAnimatedLength**: *ƒ SVGAnimatedLength()*
801. **SVGAnimatedLengthList**: *ƒ SVGAnimatedLengthList()*
802. **SVGAnimatedNumber**: *ƒ SVGAnimatedNumber()*
803. **SVGAnimatedNumberList**: *ƒ SVGAnimatedNumberList()*
804. **SVGAnimatedPreserveAspectRatio**: *ƒ SVGAnimatedPreserveAspectRatio()*
805. **SVGAnimatedRect**: *ƒ SVGAnimatedRect()*
806. **SVGAnimatedString**: *ƒ SVGAnimatedString()*
807. **SVGAnimatedTransformList**: *ƒ SVGAnimatedTransformList()*
808. **SVGAnimationElement**: *ƒ SVGAnimationElement()*
809. **SVGCircleElement**: *ƒ SVGCircleElement()*
810. **SVGClipPathElement**: *ƒ SVGClipPathElement()*
811. **SVGComponentTransferFunctionElement**: *ƒ SVGComponentTransferFunctionElement()*
812. **SVGDefsElement**: *ƒ SVGDefsElement()*
813. **SVGDescElement**: *ƒ SVGDescElement()*
814. **SVGElement**: *ƒ SVGElement()*
815. **SVGEllipseElement**: *ƒ SVGEllipseElement()*
816. **SVGFEBlendElement**: *ƒ SVGFEBlendElement()*
817. **SVGFEColorMatrixElement**: *ƒ SVGFEColorMatrixElement()*
818. **SVGFEComponentTransferElement**: *ƒ SVGFEComponentTransferElement()*
819. **SVGFECompositeElement**: *ƒ SVGFECompositeElement()*
820. **SVGFEConvolveMatrixElement**: *ƒ SVGFEConvolveMatrixElement()*
821. **SVGFEDiffuseLightingElement**: *ƒ SVGFEDiffuseLightingElement()*
822. **SVGFEDisplacementMapElement**: *ƒ SVGFEDisplacementMapElement()*
823. **SVGFEDistantLightElement**: *ƒ SVGFEDistantLightElement()*
824. **SVGFEDropShadowElement**: *ƒ SVGFEDropShadowElement()*
825. **SVGFEFloodElement**: *ƒ SVGFEFloodElement()*
826. **SVGFEFuncAElement**: *ƒ SVGFEFuncAElement()*
827. **SVGFEFuncBElement**: *ƒ SVGFEFuncBElement()*
828. **SVGFEFuncGElement**: *ƒ SVGFEFuncGElement()*
829. **SVGFEFuncRElement**: *ƒ SVGFEFuncRElement()*
830. **SVGFEGaussianBlurElement**: *ƒ SVGFEGaussianBlurElement()*
831. **SVGFEImageElement**: *ƒ SVGFEImageElement()*
832. **SVGFEMergeElement**: *ƒ SVGFEMergeElement()*
833. **SVGFEMergeNodeElement**: *ƒ SVGFEMergeNodeElement()*
834. **SVGFEMorphologyElement**: *ƒ SVGFEMorphologyElement()*
835. **SVGFEOffsetElement**: *ƒ SVGFEOffsetElement()*
836. **SVGFEPointLightElement**: *ƒ SVGFEPointLightElement()*
837. **SVGFESpecularLightingElement**: *ƒ SVGFESpecularLightingElement()*
838. **SVGFESpotLightElement**: *ƒ SVGFESpotLightElement()*
839. **SVGFETileElement**: *ƒ SVGFETileElement()*
840. **SVGFETurbulenceElement**: *ƒ SVGFETurbulenceElement()*
841. **SVGFilterElement**: *ƒ SVGFilterElement()*
842. **SVGForeignObjectElement**: *ƒ SVGForeignObjectElement()*
843. **SVGGElement**: *ƒ SVGGElement()*
844. **SVGGeometryElement**: *ƒ SVGGeometryElement()*
845. **SVGGradientElement**: *ƒ SVGGradientElement()*
846. **SVGGraphicsElement**: *ƒ SVGGraphicsElement()*
847. **SVGImageElement**: *ƒ SVGImageElement()*
848. **SVGLength**: *ƒ SVGLength()*
849. **SVGLengthList**: *ƒ SVGLengthList()*
850. **SVGLineElement**: *ƒ SVGLineElement()*
851. **SVGLinearGradientElement**: *ƒ SVGLinearGradientElement()*
852. **SVGMPathElement**: *ƒ SVGMPathElement()*
853. **SVGMarkerElement**: *ƒ SVGMarkerElement()*
854. **SVGMaskElement**: *ƒ SVGMaskElement()*
855. **SVGMatrix**: *ƒ SVGMatrix()*
856. **SVGMetadataElement**: *ƒ SVGMetadataElement()*
857. **SVGNumber**: *ƒ SVGNumber()*
858. **SVGNumberList**: *ƒ SVGNumberList()*
859. **SVGPathElement**: *ƒ SVGPathElement()*
860. **SVGPatternElement**: *ƒ SVGPatternElement()*
861. **SVGPoint**: *ƒ SVGPoint()*
862. **SVGPointList**: *ƒ SVGPointList()*
863. **SVGPolygonElement**: *ƒ SVGPolygonElement()*
864. **SVGPolylineElement**: *ƒ SVGPolylineElement()*
865. **SVGPreserveAspectRatio**: *ƒ SVGPreserveAspectRatio()*
866. **SVGRadialGradientElement**: *ƒ SVGRadialGradientElement()*
867. **SVGRect**: *ƒ SVGRect()*
868. **SVGRectElement**: *ƒ SVGRectElement()*
869. **SVGSVGElement**: *ƒ SVGSVGElement()*
870. **SVGScriptElement**: *ƒ SVGScriptElement()*
871. **SVGSetElement**: *ƒ SVGSetElement()*
872. **SVGStopElement**: *ƒ SVGStopElement()*
873. **SVGStringList**: *ƒ SVGStringList()*
874. **SVGStyleElement**: *ƒ SVGStyleElement()*
875. **SVGSwitchElement**: *ƒ SVGSwitchElement()*
876. **SVGSymbolElement**: *ƒ SVGSymbolElement()*
877. **SVGTSpanElement**: *ƒ SVGTSpanElement()*
878. **SVGTextContentElement**: *ƒ SVGTextContentElement()*
879. **SVGTextElement**: *ƒ SVGTextElement()*
880. **SVGTextPathElement**: *ƒ SVGTextPathElement()*
881. **SVGTextPositioningElement**: *ƒ SVGTextPositioningElement()*
882. **SVGTitleElement**: *ƒ SVGTitleElement()*
883. **SVGTransform**: *ƒ SVGTransform()*
884. **SVGTransformList**: *ƒ SVGTransformList()*
885. **SVGUnitTypes**: *ƒ SVGUnitTypes()*
886. **SVGUseElement**: *ƒ SVGUseElement()*
887. **SVGViewElement**: *ƒ SVGViewElement()*
888. **Sanitizer**: *ƒ Sanitizer()*
889. **Scheduler**: *ƒ Scheduler()*
890. **Scheduling**: *ƒ Scheduling()*
891. **Screen**: *ƒ Screen()*
892. **ScreenDetailed**: *ƒ ScreenDetailed()*
893. **ScreenDetails**: *ƒ ScreenDetails()*
894. **ScreenOrientation**: *ƒ ScreenOrientation()*
895. **ScriptProcessorNode**: *ƒ ScriptProcessorNode()*
896. **SecurityPolicyViolationEvent**: *ƒ SecurityPolicyViolationEvent()*
897. **Selection**: *ƒ Selection()*
898. **Sensor**: *ƒ Sensor()*
899. **SensorErrorEvent**: *ƒ SensorErrorEvent()*
900. **Serial**: *ƒ Serial()*
901. **SerialPort**: *ƒ SerialPort()*
902. **ServiceWorker**: *ƒ ServiceWorker()*
903. **ServiceWorkerContainer**: *ƒ ServiceWorkerContainer()*
904. **ServiceWorkerRegistration**: *ƒ ServiceWorkerRegistration()*
905. **Set**: *ƒ Set()*
906. **ShadowRoot**: *ƒ ShadowRoot()*
907. **SharedWorker**: *ƒ SharedWorker()*
908. **SourceBuffer**: *ƒ SourceBuffer()*
909. **SourceBufferList**: *ƒ SourceBufferList()*
910. **SpeechSynthesisErrorEvent**: *ƒ SpeechSynthesisErrorEvent()*
911. **SpeechSynthesisEvent**: *ƒ SpeechSynthesisEvent()*
912. **SpeechSynthesisUtterance**: *ƒ SpeechSynthesisUtterance()*
913. **StaticRange**: *ƒ StaticRange()*
914. **StereoPannerNode**: *ƒ StereoPannerNode()*
915. **Storage**: *ƒ Storage()*
916. **StorageEvent**: *ƒ StorageEvent()*
917. **StorageManager**: *ƒ StorageManager()*
918. **String**: *ƒ String()*
919. **StylePropertyMap**: *ƒ StylePropertyMap()*
920. **StylePropertyMapReadOnly**: *ƒ StylePropertyMapReadOnly()*
921. **StyleSheet**: *ƒ StyleSheet()*
922. **StyleSheetList**: *ƒ StyleSheetList()*
923. **SubmitEvent**: *ƒ SubmitEvent()*
924. **SubtleCrypto**: *ƒ SubtleCrypto()*
925. **Symbol**: *ƒ Symbol()*
926. **SyncManager**: *ƒ SyncManager()*
927. **SyntaxError**: *ƒ SyntaxError()*
928. **TaskAttributionTiming**: *ƒ TaskAttributionTiming()*
929. **TaskController**: *ƒ TaskController()*
930. **TaskPriorityChangeEvent**: *ƒ TaskPriorityChangeEvent()*
931. **TaskSignal**: *ƒ TaskSignal()*
932. **Text**: *ƒ Text()*
933. **TextDecoder**: *ƒ TextDecoder()*
934. **TextDecoderStream**: *ƒ TextDecoderStream()*
935. **TextEncoder**: *ƒ TextEncoder()*
936. **TextEncoderStream**: *ƒ TextEncoderStream()*
937. **TextEvent**: *ƒ TextEvent()*
938. **TextMetrics**: *ƒ TextMetrics()*
939. **TextTrack**: *ƒ TextTrack()*
940. **TextTrackCue**: *ƒ TextTrackCue()*
941. **TextTrackCueList**: *ƒ TextTrackCueList()*
942. **TextTrackList**: *ƒ TextTrackList()*
943. **TimeRanges**: *ƒ TimeRanges()*
944. **ToggleEvent**: *ƒ ToggleEvent()*
945. **Touch**: *ƒ Touch()*
946. **TouchEvent**: *ƒ TouchEvent()*
947. **TouchList**: *ƒ TouchList()*
948. **TrackEvent**: *ƒ TrackEvent()*
949. **TransformStream**: *ƒ TransformStream()*
950. **TransformStreamDefaultController**: *ƒ TransformStreamDefaultController()*
951. **TransitionEvent**: *ƒ TransitionEvent()*
952. **TreeWalker**: *ƒ TreeWalker()*
953. **TrustedHTML**: *ƒ TrustedHTML()*
954. **TrustedScript**: *ƒ TrustedScript()*
955. **TrustedScriptURL**: *ƒ TrustedScriptURL()*
956. **TrustedTypePolicy**: *ƒ TrustedTypePolicy()*
957. **TrustedTypePolicyFactory**: *ƒ TrustedTypePolicyFactory()*
958. **TypeError**: *ƒ TypeError()*
959. **UIEvent**: *ƒ UIEvent()*
960. **URIError**: *ƒ URIError()*
961. **URL**: *ƒ URL()*
962. **URLPattern**: *ƒ URLPattern()*
963. **URLSearchParams**: *ƒ URLSearchParams()*
964. **USB**: *ƒ USB()*
965. **USBAlternateInterface**: *ƒ USBAlternateInterface()*
966. **USBConfiguration**: *ƒ USBConfiguration()*
967. **USBConnectionEvent**: *ƒ USBConnectionEvent()*
968. **USBDevice**: *ƒ USBDevice()*
969. **USBEndpoint**: *ƒ USBEndpoint()*
970. **USBInTransferResult**: *ƒ USBInTransferResult()*
971. **USBInterface**: *ƒ USBInterface()*
972. **USBIsochronousInTransferPacket**: *ƒ USBIsochronousInTransferPacket()*
973. **USBIsochronousInTransferResult**: *ƒ USBIsochronousInTransferResult()*
974. **USBIsochronousOutTransferPacket**: *ƒ USBIsochronousOutTransferPacket()*
975. **USBIsochronousOutTransferResult**: *ƒ USBIsochronousOutTransferResult()*
976. **USBOutTransferResult**: *ƒ USBOutTransferResult()*
977. **Uint8Array**: *ƒ Uint8Array()*
978. **Uint8ClampedArray**: *ƒ Uint8ClampedArray()*
979. **Uint16Array**: *ƒ Uint16Array()*
980. **Uint32Array**: *ƒ Uint32Array()*
981. **UserActivation**: *ƒ UserActivation()*
982. **VTTCue**: *ƒ VTTCue()*
983. **ValidityState**: *ƒ ValidityState()*
984. **VideoColorSpace**: *ƒ VideoColorSpace()*
985. **VideoDecoder**: *ƒ VideoDecoder()*
986. **VideoEncoder**: *ƒ VideoEncoder()*
987. **VideoFrame**: *ƒ VideoFrame()*
988. **VideoPlaybackQuality**: *ƒ VideoPlaybackQuality()*
989. **ViewTransition**: *ƒ ViewTransition()*
990. **VirtualKeyboard**: *ƒ VirtualKeyboard()*
991. **VirtualKeyboardGeometryChangeEvent**: *ƒ VirtualKeyboardGeometryChangeEvent()*
992. **VisualViewport**: *ƒ VisualViewport()*
993. **WakeLock**: *ƒ WakeLock()*
994. **WakeLockSentinel**: *ƒ WakeLockSentinel()*
995. **WaveShaperNode**: *ƒ WaveShaperNode()*
996. **WeakMap**: *ƒ WeakMap()*
997. **WeakRef**: *ƒ WeakRef()*
998. **WeakSet**: *ƒ WeakSet()*
999. **WebAssembly**: WebAssembly {compile: *ƒ*, validate: *ƒ*, instantiate: *ƒ*, compileStreaming: *ƒ*, instantiateStreaming: *ƒ*, …}
1000. **WebGL2RenderingContext**: *ƒ WebGL2RenderingContext()*
1001. **WebGLActiveInfo**: *ƒ WebGLActiveInfo()*
1002. **WebGLBuffer**: *ƒ WebGLBuffer()*
1003. **WebGLContextEvent**: *ƒ WebGLContextEvent()*
1004. **WebGLFramebuffer**: *ƒ WebGLFramebuffer()*
1005. **WebGLProgram**: *ƒ WebGLProgram()*
1006. **WebGLQuery**: *ƒ WebGLQuery()*
1007. **WebGLRenderbuffer**: *ƒ WebGLRenderbuffer()*
1008. **WebGLRenderingContext**: *ƒ WebGLRenderingContext()*
1009. **WebGLSampler**: *ƒ WebGLSampler()*
1010. **WebGLShader**: *ƒ WebGLShader()*
1011. **WebGLShaderPrecisionFormat**: *ƒ WebGLShaderPrecisionFormat()*
1012. **WebGLSync**: *ƒ WebGLSync()*
1013. **WebGLTexture**: *ƒ WebGLTexture()*
1014. **WebGLTransformFeedback**: *ƒ WebGLTransformFeedback()*
1015. **WebGLUniformLocation**: *ƒ WebGLUniformLocation()*
1016. **WebGLVertexArrayObject**: *ƒ WebGLVertexArrayObject()*
1017. **WebKitCSSMatrix**: *ƒ DOMMatrix()*
1018. **WebKitMutationObserver**: *ƒ MutationObserver()*
1019. **WebSocket**: *ƒ WebSocket()*
1020. **WebTransport**: *ƒ WebTransport()*
1021. **WebTransportBidirectionalStream**: *ƒ WebTransportBidirectionalStream()*
1022. **WebTransportDatagramDuplexStream**: *ƒ WebTransportDatagramDuplexStream()*
1023. **WebTransportError**: *ƒ WebTransportError()*
1024. **WheelEvent**: *ƒ WheelEvent()*
1025. **Window**: *ƒ Window()*
1026. **WindowControlsOverlay**: *ƒ WindowControlsOverlay()*
1027. **WindowControlsOverlayGeometryChangeEvent**: *ƒ WindowControlsOverlayGeometryChangeEvent()*
1028. **Worker**: *ƒ Worker()*
1029. **Worklet**: *ƒ Worklet()*
1030. **WritableStream**: *ƒ WritableStream()*
1031. **WritableStreamDefaultController**: *ƒ WritableStreamDefaultController()*
1032. **WritableStreamDefaultWriter**: *ƒ WritableStreamDefaultWriter()*
1033. **XMLDocument**: *ƒ XMLDocument()*
1034. **XMLHttpRequest**: *ƒ XMLHttpRequest()*
1035. **XMLHttpRequestEventTarget**: *ƒ XMLHttpRequestEventTarget()*
1036. **XMLHttpRequestUpload**: *ƒ XMLHttpRequestUpload()*
1037. **XMLSerializer**: *ƒ XMLSerializer()*
1038. **XPathEvaluator**: *ƒ XPathEvaluator()*
1039. **XPathExpression**: *ƒ XPathExpression()*
1040. **XPathResult**: *ƒ XPathResult()*
1041. **XRAnchor**: *ƒ XRAnchor()*
1042. **XRAnchorSet**: *ƒ XRAnchorSet()*
1043. **XRBoundedReferenceSpace**: *ƒ XRBoundedReferenceSpace()*
1044. **XRCPUDepthInformation**: *ƒ XRCPUDepthInformation()*
1045. **XRCamera**: *ƒ XRCamera()*
1046. **XRDOMOverlayState**: *ƒ XRDOMOverlayState()*
1047. **XRDepthInformation**: *ƒ XRDepthInformation()*
1048. **XRFrame**: *ƒ XRFrame()*
1049. **XRHitTestResult**: *ƒ XRHitTestResult()*
1050. **XRHitTestSource**: *ƒ XRHitTestSource()*
1051. **XRInputSource**: *ƒ XRInputSource()*
1052. **XRInputSourceArray**: *ƒ XRInputSourceArray()*
1053. **XRInputSourceEvent**: *ƒ XRInputSourceEvent()*
1054. **XRInputSourcesChangeEvent**: *ƒ XRInputSourcesChangeEvent()*
1055. **XRLayer**: *ƒ XRLayer()*
1056. **XRLightEstimate**: *ƒ XRLightEstimate()*
1057. **XRLightProbe**: *ƒ XRLightProbe()*
1058. **XRPose**: *ƒ XRPose()*
1059. **XRRay**: *ƒ XRRay()*
1060. **XRReferenceSpace**: *ƒ XRReferenceSpace()*
1061. **XRReferenceSpaceEvent**: *ƒ XRReferenceSpaceEvent()*
1062. **XRRenderState**: *ƒ XRRenderState()*
1063. **XRRigidTransform**: *ƒ XRRigidTransform()*
1064. **XRSession**: *ƒ XRSession()*
1065. **XRSessionEvent**: *ƒ XRSessionEvent()*
1066. **XRSpace**: *ƒ XRSpace()*
1067. **XRSystem**: *ƒ XRSystem()*
1068. **XRTransientInputHitTestResult**: *ƒ XRTransientInputHitTestResult()*
1069. **XRTransientInputHitTestSource**: *ƒ XRTransientInputHitTestSource()*
1070. **XRView**: *ƒ XRView()*
1071. **XRViewerPose**: *ƒ XRViewerPose()*
1072. **XRViewport**: *ƒ XRViewport()*
1073. **XRWebGLBinding**: *ƒ XRWebGLBinding()*
1074. **XRWebGLDepthInformation**: *ƒ XRWebGLDepthInformation()*
1075. **XRWebGLLayer**: *ƒ XRWebGLLayer()*
1076. **XSLTProcessor**: *ƒ XSLTProcessor()*
1077. **console**: console {debug: *ƒ*, error: *ƒ*, info: *ƒ*, log: *ƒ*, warn: *ƒ*, …}
1078. **decodeURI**: *ƒ decodeURI()*
1079. **decodeURIComponent**: *ƒ decodeURIComponent()*
1080. **encodeURI**: *ƒ encodeURI()*
1081. **encodeURIComponent**: *ƒ encodeURIComponent()*
1082. **escape**: *ƒ escape()*
1083. **eval**: *ƒ eval()*
1084. **event**: undefined
1085. **globalThis**: Window {window: Window, self: Window, document: document, name: '', location: Location, …}
1086. **isFinite**: *ƒ isFinite()*
1087. **isNaN**: *ƒ isNaN()*
1088. **offscreenBuffering**: true
1089. **parseFloat**: *ƒ parseFloat()*
1090. **parseInt**: *ƒ parseInt()*
1091. **undefined**: undefined
1092. **unescape**: *ƒ unescape()*
1093. **webkitMediaStream**: *ƒ MediaStream()*
1094. **webkitRTCPeerConnection**: *ƒ RTCPeerConnection()*
1095. **webkitSpeechGrammar**: *ƒ SpeechGrammar()*
1096. **webkitSpeechGrammarList**: *ƒ SpeechGrammarList()*
1097. **webkitSpeechRecognition**: *ƒ SpeechRecognition()*
1098. **webkitSpeechRecognitionError**: *ƒ SpeechRecognitionErrorEvent()*
1099. **webkitSpeechRecognitionEvent**: *ƒ SpeechRecognitionEvent()*
1100. **webkitURL**: *ƒ URL()*
1101. [[Prototype]]: Window
      1. **PERSISTENT**: 1
      2. **TEMPORARY**: 0
      3. **constructor**: *ƒ Window()*
      4. **Symbol(Symbol.toStringTag)**: "Window"
      5. [[Prototype]]: WindowProperties
         1. **Symbol(Symbol.toStringTag)**: "WindowProperties"
         2. [[Prototype]]: EventTarget
            1. **addEventListener**: *ƒ addEventListener()*
            2. **dispatchEvent**: *ƒ dispatchEvent()*
            3. **removeEventListener**: *ƒ removeEventListener()*
            4. **constructor**: *ƒ EventTarget()*
               1. **arguments**: null
               2. **caller**: null
               3. **length**: 0
               4. **name**: "EventTarget"
               5. **prototype**: EventTarget {Symbol(Symbol.toStringTag): 'EventTarget', addEventListener: *ƒ*, dispatchEvent: *ƒ*, removeEventListener: *ƒ*, constructor: *ƒ*}
               6. [[Prototype]]: *ƒ ()*

**apply**: *ƒ apply()*

**arguments**: (...)

**bind**: *ƒ bind()*

**call**: *ƒ call()*

**caller**: (...)

**constructor**: *ƒ Function()*

**length**: 0

**name**: ""

**toString**: *ƒ toString()*

**Symbol(Symbol.hasInstance)**: *ƒ [Symbol.hasInstance]()*

get arguments: *ƒ ()*

set arguments: *ƒ ()*

get caller: *ƒ ()*

set caller: *ƒ ()*

[[FunctionLocation]]:

[[Prototype]]: Object

[[Scopes]]: Scopes[0]

* + - * 1. [[Scopes]]: Scopes[0]
      1. **Symbol(Symbol.toStringTag)**: "EventTarget"
      2. [[Prototype]]: Object
         1. **constructor**: *ƒ Object()*
         2. **hasOwnProperty**: *ƒ hasOwnProperty()*
         3. **isPrototypeOf**: *ƒ isPrototypeOf()*
         4. **propertyIsEnumerable**: *ƒ propertyIsEnumerable()*
         5. **toLocaleString**: *ƒ toLocaleString()*
         6. **toString**: *ƒ toString()*
         7. **valueOf**: *ƒ valueOf()*
         8. **\_\_defineGetter\_\_**: *ƒ \_\_defineGetter\_\_()*
         9. **\_\_defineSetter\_\_**: *ƒ \_\_defineSetter\_\_()*
         10. **\_\_lookupGetter\_\_**: *ƒ \_\_lookupGetter\_\_()*
         11. **\_\_lookupSetter\_\_**: *ƒ \_\_lookupSetter\_\_()*
         12. **\_\_proto\_\_**: Window
         13. get \_\_proto\_\_: *ƒ \_\_proto\_\_()*
         14. set \_\_proto\_\_: *ƒ \_\_proto\_\_()*