Cheetsheet

document.querySelector\*\*(selector)

Math.random()

document.querySelector(selector).innerHTML

document.querySelector(selector).outerHTML

document.querySelector(imgSelector).src

javascript array.join\*\*(' ')

javascript array.push\*\*('apple');

javascript string.charAt\*\*(5);

javascript array.indexOf\*\*('apple');

var audio = \*\*new Audio(url)\*\*;

javascript audio.play()\*\*;

String.fromCharCode\*\*(event.keyCode);

string.toLowerCase()\*\*;

string.toUpperCase()\*\*;

\* \*\*NOTE S\*\*tring is different than \*\*s\*\*tring. here I used \*\*S\*\*tring to mean javascript's String Global Object and \*\*s\*\*tring to mean your own variable that is a string. array means your own variable that is an array. selector means your own css selector e.g. #main-header or .row