**May 26, 2018**

* ES5 – Classic Javascript (ECMA Script)
* ES6+ (2016)

**JavaScript**

* prompt ([dialog box])
* = is assigning a value, not comparing
* If == it only compares the value, 5 == “five” \*may work
* 5 === “five” \*will not work, 5 === 5 \*will work - it must be the same type
* // single line comment

Why you wouldn’t publish your code with comments

* Makes it easy to reverse engineer and poses vulnerabilities
* Waste of space

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* Modal – stops the lifecycle of the application, requires user to react with the popup
* All ‘objects’ can have:
  + Properties
  + Actions (methods) eg. A button can be ‘clicked’, and when clicked will perform an action
  + Can also react to events
  + All variables (containers that store value) belong to the window object
    - Var name = “Snow White”; === window.name = “Snow White”; (dot notation)
    - Why use var? – Because it is historical
* Scope – If a variable is assigned within a function, it will only be accessible inside the function

Console (Developer Tools)

* \_proto\_: From where it exist