**Command Line Interface: (CLI)**

A program to type commands on your computer rather than clicking.

**Argument:**

Values you give your program that affects how its run.

**ECMAScript:**

The standard in which JavaScript based on.

**Module:**

A reusable block of code whose existence does not accidentally impact other code.

**First Class Functions:**

Everything you can do with other types you can do with functions. (You can use functions like strings, number, and etc. pass then around, set variables equal to them, put them in arrays, and more).

**Functions Expression:**

A block of the code that results in a value. (Function expressions are possible in JavaScript because functions are first class)

**Object:**

A collection of name & value pairs.

**Object Literal:**

Name/Value pairs separated by colon and surrounded by curly braces.(nested object)

**Prototype:**

The prototype property allows you to add properties and methods to any object.

**Function Constructors**:

A normal function that is used to construct objects. (The ‘this’ variable a new empty object, and that object is returned from the function automatically.

**Require** Is a function that pass a path too.

**Module.Export** Is what the require function is return.