Week 3

Creating objects is what I used to do in another class and actually makes more sense to me than arrays.

I guess objects are kind of like multidimentional arrays. Like an array of objects would be similar to a multidimentional array.

Nested objects I guess is what I’m thinking of more than a multidimentional array.

I used a site for a lot of my homework and that seemed to give better explanations than the readings as to what the methods were doing to the array/object. Developer.mozilla.org -- not sure if we are supposed to use these but they helped me understand where the book left me a little confused.

I’m struggling to see or know how and why you would put a method inside an object. Maybe with more examples I will be able to think of some myself.

Namespacing seems really important for larger/ongoing projects that multiple people are working on at the same time. Putting all of your variables/objects or whatever into your own namespace would keep things much neater.