Window object is global object, represents the browser window

Global variables can be used in all parts of the program

Window.alert() – display a message in a dialog box (returns undefined)

Window.confirm() – display a confirmation dialog, gives options of OK or cancel. It returns Boolean values of true, or false.

Window.prompt() – display a dialog that shows a message, and input field. Text is returned as a string when user clicks ok, or null if cancel is clicked

All these methods will stop the execution of a program until completed.

Not a feature to be relied upon, because the user can disable them

Window.location – contains info about URL

Window.screen.height/width – returns height/width of screen,

availHeight/availWidth – excludes operating system menus

the screen object can allow for turning off device screen, detecting a change in orientation, or locking it in a specific orientation

Cookies can be used to personalize user browsing experience, storing user preferences, keeping track of user choices, authentication, and tracking.

Local storage – store things in the browser memory, can contain more data than cookies

Init() – can be useful when things shouldn’t be run immediately, when the constructor is called

You can also use async, and await

Having methods used in the class makes them public. Outside they class, they can only be used in that module.

Async – declare it with the function, await waits for the fetch to return.

Await --- you must tell it to await, EVERYWHERE you need it to wait.