

## 2. Zombie nodes



```
const myElem = document.getElementById('myElem');  
const copyOfMyElem = myElem;  
copyOfMyElem.addEventListener('click', () => console.log('Called from copy of my element'));  
document.body.removeChild(myElem);
```

# 3. Timers / Mutation observers



```
setInterval(() => {  
  const node = document.getElementById( 'node' );  
  if(node){  
    // do stuff  
  }  
}, 1000);
```