Week 03 Notes

* Methods are just functions that act on objects or provide functionality to objects.
* This refers to the current instance of the object being used.
* If there are multiple objects of a type, using the “this” keyword specifies which object to apply the method to.
* It is a safe coding practice to always use the “this” keyword when coding methods for objects. This will stop the code from failing if the variable is assigned something else or over written.
* FACT: Arrow functions have no this keyword
* QUESTION: I do not understand what is meant when it is said that arrow functions have no “this” keyword. I get that they don’t have it but if used where are they referencing?
* FACT: Object literals are just when you hardcode the values into the object declaration
* QUESTION: Does JavaScript have classes or is it a procedural programming language? I have heard that classes are not used in JavaScript and so far in the reading I have not found anything that says we can create our own classes. I guess one could technically create a class by creating methods for an object but is that a common JavaScript practice?
* FACT: You can use a computed key to get a property of an object with this syntax: object{[key]: value}
* NEW KNOWLEDGE: I had heard about namespaces before but never had I actually seen how to use one. I like the example of putting your functions inside an object to give them a namespace!
* FACT: A node is just an element on the DOM.
* REVIEW: Just like in most objects, the DOM comes with getters and setters for the different values that can be specified through ID, class name, tag list, etc.
* REVIEW: You can modify an element’s CSS by using the style property.
* SYNTAX REVIEW: You can add an event listener with addeventlistener(event, click)
* Keyboard events can be very specific like key press, key down, and key up all happening at different stages of the typing and they are not interchangeable.
* Use remove event listener function for a one time thing
* You can also use the stop default behavior method from the event object to your needs
* A good practice is to assign the event listener to the parent element and then the target attribute to the child elements to see what was pressed.