Id= identifier for a variable

Reffence type of data/variable= a pointer for something on the DOM(Document object module)

Primitive type of data= string of text

Local scope=limited to a function

Global scope=no limited to a type of function can work anywhere in the CODE

Sequence

Alternation-switch case or if-else

+

Repation-while and four loops-need to know to write a while or four loop

One D and two D array- how they work and how to write one

Classes/objects-how to make on and how the work

Class hierarchy

“tree”

|Object|-Parents class in JavaScript-not user described

|Edibles|-stuff you can eat –base class

|food |-subclass/Super class of Cady and beer |non-food|-subclass of edibles-Super class of Play-doh

|Candy| |play-doh|-subclass of non-food

|Swedish Fish|

|Resses peanut butter cups |

|beer|

Var x=””; //string

Var x= 0; //integer or just int

Var x=0.0; //float or decimal

Var x= false; // bullion/logic

Dom-html flow chart

Html

Head

H1

Ul-Un ordered list

Li-list item

Li-list item

Li-List item

Title

Body

H 16

head

JavaScript-Is an interpret

JavaScript will only alart user for logical errors or if stuff is undefined/ Will give you function errors if you go to use them or using an input to run a function

Compiler-check code. Before you got to use it/give you errors ahead of time before you go to run the code .

Software Best Practice-divide and conquer. Small is easiest to debug.

Perimeter passing- globaly making a function. Then calling the function inside of a local scope

Commmetieation to read what you plan to use it

Using equal signs

= //identification

==//test for equality

===//test for equality or if is defined