

Class will start

at 7:05AM



- \* Memory leaks in JS
  - \* Detached window
  - \* Closures
- \* Optimisation techniques
  - \* fragments, event delegation
  - \* Web-worker
- HTTP protocol in details
  - Response request cycle
  - \* Http methods
  - Status codes
  - How to send a network request
    - fetch
    - XMLHTTP request
- caching your request

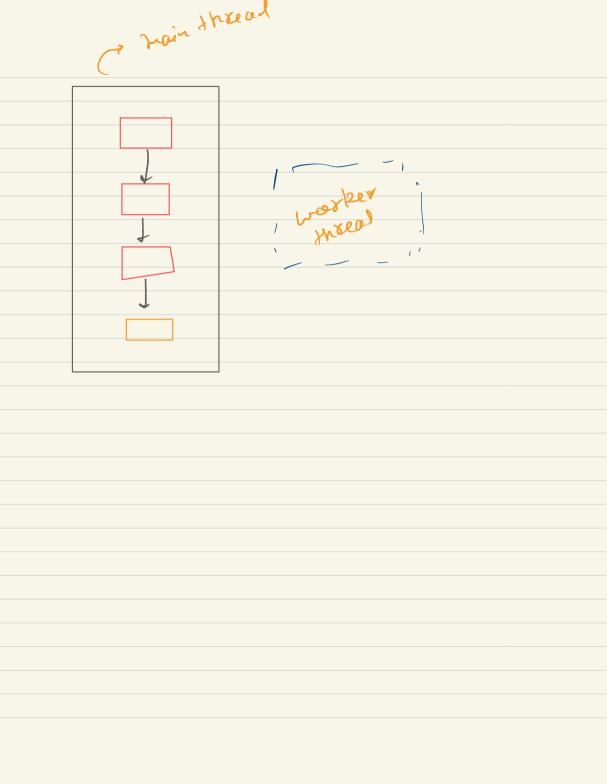
```
let student = {
    name: 'Joe',
    age: 15,
    sports: ['soccer', 'chess']
}
let otherStudent = student;
const sports = student.sports;
student = null;

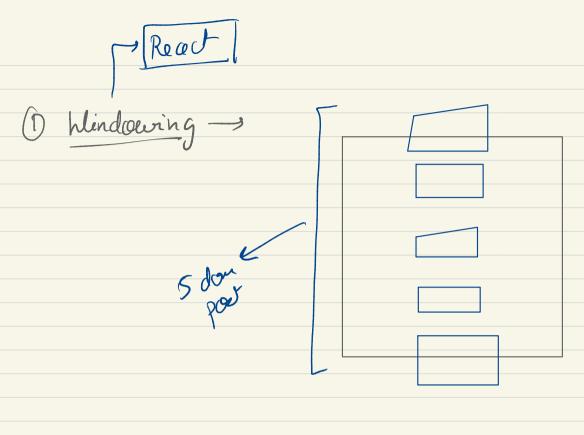
Stack

Heap

sports
otherStudent
student
student
student
```

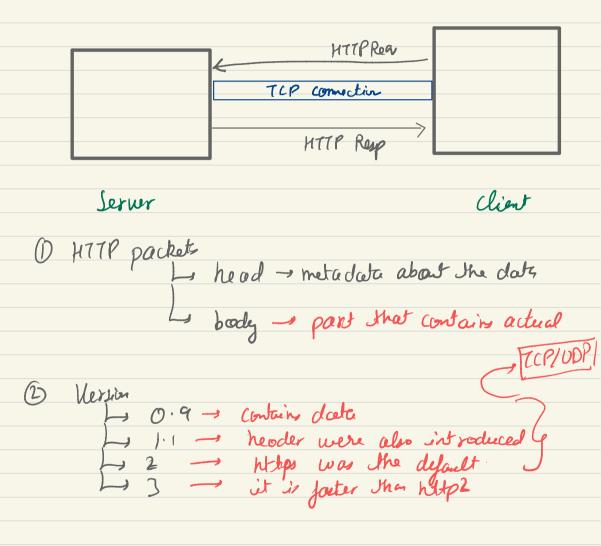
- 1 Start -> memory, Exted freedup
- @ Optimization when program is executed



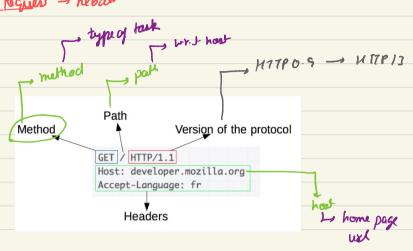


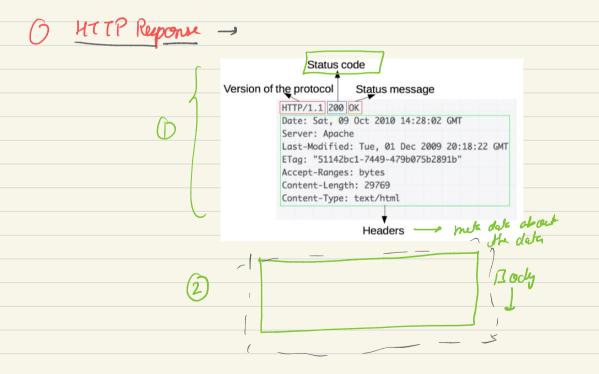
1) Lazy locading - loading the content when



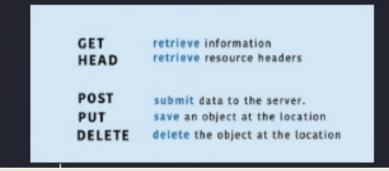


## (1) HTTP Request - header





## Reg methods - given by client to server



PATCH - update something on the server OPTION - get's you all the method ellowed

Res Codes

HTTP STATUS CODES	^
2xx Success	
200 Success / OK	
3xx Redirection	
301 Permanent Redirect	
302 Temporary Redirect	
Not Modified	
4xx Client Error	
401 Unauthorized Error	
403 Forbidden	
404 Not Found	
405 Method Not Allowed	
5xx Server Error	
501 Not Implemented	
502 Bad Gateway	
503 Service Unavailable	
504 Gateway Timeout	1,080 × 2,340

## # HTTP Headers

- \* User-Agent: Identifies the client making the request, such as the browser or software used.
- \* Content-Type: Indicates the media type of the resource being sent in the response (e.g., HTML, JSON, XML).
- \* Cache-Control: Specifies caching policies, determining how long a resource should be cached.
- \* Accept: Specifies the media types that are acceptable for the response, telling the server what kind of content the client can understand.
- \* Cookie: Stores information on the client side, maintaining stateful sessions between the server and the browser.