Ch 9. The window object

* Window object – represents browser window that contains a web page
* Browser Object Model – (BOM) collection of properties and methods that contain information about the browser and computer screen
* Only makes sense browser environment
* Global variables – const, let, var
* Window.confirm() – method will stop execution of program and display confirmation dialog
  + window.confirm('Do you wish to continue?');
* window.prompt() – method will stop execution of program. Displays dialog that shows message provided as an argument
  + window.prompt('Please enter your name:');
* window.history – property can be used to access information about any previously visited pages
* cookies – small files that are saved locally on a user’s computer
  + can only be read from the same domain that set them
  + personalizes user’s browsing experience
* setTimeout(0 – method accepts callback to function as its first parameter
  + window.setTimeout( () => alert("Time's Up!"), 3000);
* setInterval() – methods works similar to ^ but repeatedly invoke callback function

ch. 14 HTML5 API

* data- = attribute is a way of embedding data in a web page using custom attributes that ignored by browser
  + can be used to identify particular elements
  + <div id='hero' data-powers='flight superSpeed'>
  + Superman
  + </div>
* const superman = document.getElementById('hero');
* const powers = superman.dataset.powers;
* data- prefix is dropped and replaced with camel casing
  + dataset.maxLength
* audio clips can be inserted into page
  + <audio src='/song.mp3' controls>
  + Your browser does not support the audio element.
  + </audio>
* Same as video clips
  + <video src='http://movie.mp4' controls>
  + Your browser does not support the video element.
  + </video>