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Ch. 9: The Window Object

In JavaScript (JS) as an object-oriented language, all features are objects and one of the main ones in the languague is *window*, that has inside many *methods* (a function inside an object). I knew already about *alert()*, *prompt()* and some other alternatives. But studying this chapter I was surprised to see how many options were displayed on the console inside *window*! In my example I used the two before mentioned plus *confirm*, *open*, *outHeight* and *location* (with some extra variants) among others in order to try and test this item. For example:

```javascript
function altura() {
    let height = window.outerHeight;
    window.alert(height);
}

function data() {
    x = window.location;
    y = window.location.hostname;
    z = window.location.port;
    document.getElementById('data').innerHTML =
    "Location: " + x + "<br>" + "Hostname (with
    LiveServer): " + y + "<br>" + "Port number (with
    LiveServer): " + z;
}
```

Ch. 14: HTML5 APIs

I was more interested in the part of *<audio>* and *<video>* above the rest because I thought it was nice to have some way of having audio and video in a different manner besides linking from YouTube or other platforms. The reading didn't explain much on storage but I assume that it will require much more room to have a the website fully functioning that in the other alternative. Here I read quite extensively the solution of the Team Activity. I thought it was nice to have a Drum kit website as such and it is more challenging that it would be at first. Initially I didn't understand the numbers until I finally realized about the keyboard's configuration and how each keystroke has a number.

<audio data-key="65" src="sounds/clap.wav"></audio>

const audio = document.querySelector(`audio[data-key="${e.keyCode}"]`);