# Javascript

* JavaScript is a high level, object oriented, multi paradigm programing language.
* Variable names can only contain numbers, letters, underscore, or the dollar sign.
* As a convention, write constant variable names with uppercase, like const PI = 3.14
* == operator (loose) can introduce bugs to the code, is best to ALWAYS use the === operator (strict) and if type coercion is needed, then do it manually instead of expecting the == operator to do it automatically.
* Expression: produces a value (1 + 2) or (2 < 3)
* Statement: Full sentence (const a = ‘sale’;)
* Ternary operator (? :) is an expression, different to an if else statement, which is a statement.
* JavaScript updates will never break old revisions, NEVER BREAK THE WEB, all updates are backwards compatible.
* Strict mode: Type ‘use strict’; in the first line of the script, helps to prevent issues that can appear if no strict mode is activated, recommended to always use it.
* Functions inside an object are called methods and methods inside an object have access to the ‘this’ keyword, ONLY METHODS. ‘this’ is writable and readable, FYI.
* Arrow functions do not have access to its own ‘this’ keyword, only normal functions ‘function() {}’.
* Arrays are also objects, that is why they have its own methods.
* ‘continue’ advances to the next iteration and ‘break’ gets you out of the loop.
* Besides from ‘console.log’, we also have ‘console.warn’ and ‘console.error’.
* ‘debugger;’ can be used to open the debugger tool in the browser, being that line the breakpoint.
* The CSS ‘box-sizing’ property allows us to include the padding and border in an element's total width and height.
* Document Object Model ‘DOM’: Structured representation of html documents. Allows JavaScript to access html elements and styles to manipulate them.