* Master Mobile UX
  + Focus on small first, it will be easier to build up the content.
  + Whatever you do, do mobile first.
  + Mobile is not a fad
  + Be useful with your site/ don’t make people search for content.
  + It’s not just about fast loading, the functionality must be there as well.
  + Reachability matters. Think of the fact that people uses thumbs to reach things.
  + Instead of having the hamburger menu, it would be better to include the word menu since sometimes people don’t know what these icons mean. Also make it look like a button.
  + In forms, instead of putting in labels – put words in the placeholder. Then the label can be shown on top of the field.
  + Let the user see their password but also give them an option to hide it
  + Don’t use pop ups for ads.
* Object-Oriented Programming:
* *const* dice = { sides: 6, roll() { *return* Math.floor(*this*.sides \* Math.random() + 1) } }
* *const* Dice = *function*(sides=6){ *this*.sides = sides; *this*.roll = *function*() { *return* Math.floor(*this*.sides \* Math.random() + 1) }}
  + The keyword **this** is used to represent the object that will be returned by the constructor function.
  + The parentheses are not required when instantiating a new object using a constructor function. The parentheses are required, however, if any default arguments need to be provided.
* constructedArray = *new* Array(1,2,3);<< [1, 2, 3]
  + The length of the array must be in integer.
  + *What exactly is the instanceof?*
* Object Methods, “This”
  + You can assign a function to a variable/user.
  + Text

    Description automatically generated *How can you equal sayHi = sayHi?*
  + Text

    Description automatically generated\*A way to create a shorthand\*