function name(argument) {

}

return

method = function attached to an object

Use for loops when you know how many times you want to execute—you just know the stopping point.

null=no value

!== null means not null, not equal to

“this” is a technical term meaning the object that it’s inside, e.g., “this.mileage” refers to the var car {make model mileage, etc.}. If the object is nested, it refers to the object it’s closest to.

Scope=which variable is in charge

Window is a global variable available everywhere. But it can be overwritten by a second function. So a local variable supersedes a global variable.