**JavaScript Used**

* DOM Manipulation
* Control Structures
* Arrays
* Array.forEach()
* JavaScript CSS Manipulation
* eventListeners
* Immediately Invoked Function Expressions
* Object Constructors
* Event Bubbling

**Project Description/Summary**

This project seems to combines two of the previous completed projects. It involves pieces of the [Background Image Slider JavaScript Project](https://jsbeginners.com/background-image-slider-project/) and the [Random Quotes JavaScript Project](https://jsbeginners.com/random-quotes-project/).  This project can easily be completed using an array of objects, but John adds a bit of complexity (if you're a beginner) to the project by using a Constructor function.

**New Things Learned or Refreshed**

It was nice to see how Object Constructors are used in real projects. This project used a function that made a call to an Object Constructor. On the surface, it made the project a bit more complex than it had to be, but I now see the value of using a function to create a new instance an Object. This project also focused on selecting the parent element from the DOM to register the click element of a child element that contained a specific CSS class as opposed to selecting the button element.

**Time to Code**

This took about 20 minutes to code.

**Lines of Code**

This took me 59 lines of code.

**Biggest Take Away(s)**

Object Constructors are not bad once you learn how to use them in small projects. I'm glad John switched it up in his solution.

**Your Turn!**