

# Module Assignment 4

## Javascript 1 - Level 2 process

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### 1. What is the DOM?

The DOM is the document object model. It is the way to access and manipulate html documents. As developers we can delete html elements from the DOM, we can add elements to the DOM and we can change the html elements inside the DOM.

### 2. List three methods to manipulate the DOM.

Here are three methods to manipulate the DO:

- addEventListener()
- getElementById()
- querySelector()

### 3. What is an asynchronous call?

An asynchronous call is a function declaration that defines an asynchronous function. Meaning that it will return an asyncfunction object. This is a function that operates asynchronously using the event loop and using an implicit promise to return its result.

### 4. Briefly explain what the sources tab in Chromes Developers Tools does.

The sources tab in Chrome Developers tool can add breakpoints to the marked lines of code. The breakpoint added to the line will stop the code from being executed and you will have to manually iterate over code. This can help to reveal the exact position of the problem in the code.

### 5. What is a JavaScript promise?

Promises in Javascript are a way to execute code in a asynchronously way. This means that when we call a promise, our code doesn't wait for a response but rather moves on to the next line of code.

### 6. What is an API?

API stands for Application Programming Interface. An API provides a way to communicate with other softwares.

## **7. What is a JavaScript Event?**

An event in javascript is when the event is triggered by when the user interacts with an element on the webpage or by the browser.

## **8. What is event bubbling?**

Event bubbling is when a event does not stop after execution of the whole event. For instance, if this keeps going on, it can bubble up to its parent's events and application can become unstable.