Month 2 Summary — Days 1–3

JavaScript Foundations: Execution, Events, and State

Core Mental Model

HTML creates structure. CSS controls appearance. JavaScript controls behavior over time.

JavaScript waits, listens, and reacts.

Day 1 — JavaScript Execution

JavaScript does not run by itself. HTML is the entry point.

JS executes top to bottom when loaded.

console.log is for developers, not users.

Errors stop execution and provide information.

Day 2 — Events

An event is a signal that something happened.

JavaScript listens for events and reacts.

querySelector returns null if nothing is found.

Acting on null causes runtime errors.

Day 3 — State

State is memory.

State allows behavior to change over time.

Booleans are commonly used for toggles.

let allows reassignment; const does not.

The Core Interactivity Loop

Event → runs logic

Logic → checks state

State → decides behavior

Behavior → updates the DOM

Outcome

You can now predict JavaScript behavior, debug calmly, design simple interactions, and explain why code works or fails.