Month 2 — Master Review (Days 1–9)

JavaScript Foundations: Behavior, State, and Rendering

Day 1 — JavaScript Execution
JavaScript runs only when loaded by HTML. Scripts execute top-to-bottom, and console output is for developers.

Day 2 — Events
Events are signals that something happened. JavaScript listens and reacts only when events occur.

Day 3 — State
State is memory. Behavior depends on remembered values, not repeated instructions.

Day 4 — Structure
Clean code separates state, DOM access, logic, and events. Order matters because JavaScript executes sequentially.

Day 5 — Guards & Entry Point
Guards prevent crashes when elements are missing. init() defines a clear application entry point.

Day 6 — Feature Thinking
Features describe user-visible behavior. Code is written to support features, not the other way around.

Day 7 — Multiple UI Updates
One state can drive many UI elements. Every UI element dependent on state must be updated explicitly.

Day 8 — render() Pattern
A single render() function updates all UI from state. UI is always a reflection of state.

Day 9 — Portfolio Readiness
Clear structure, defensive coding, and explainable logic matter more than visual polish.