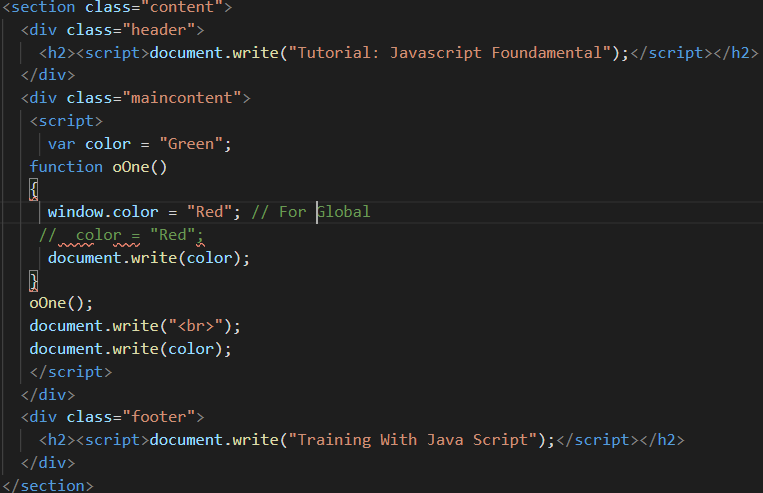
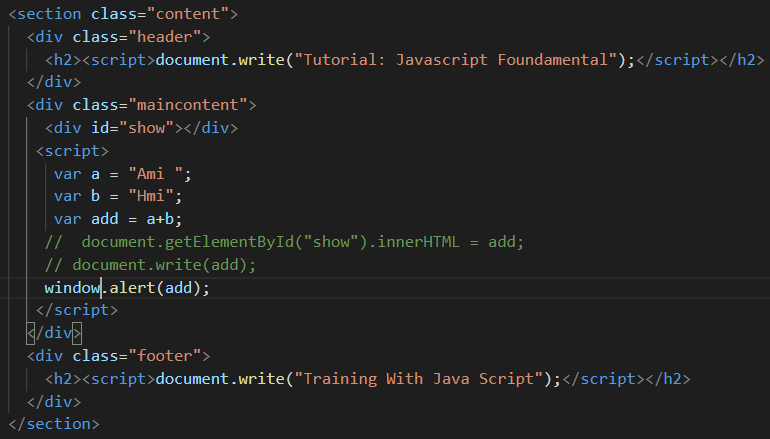
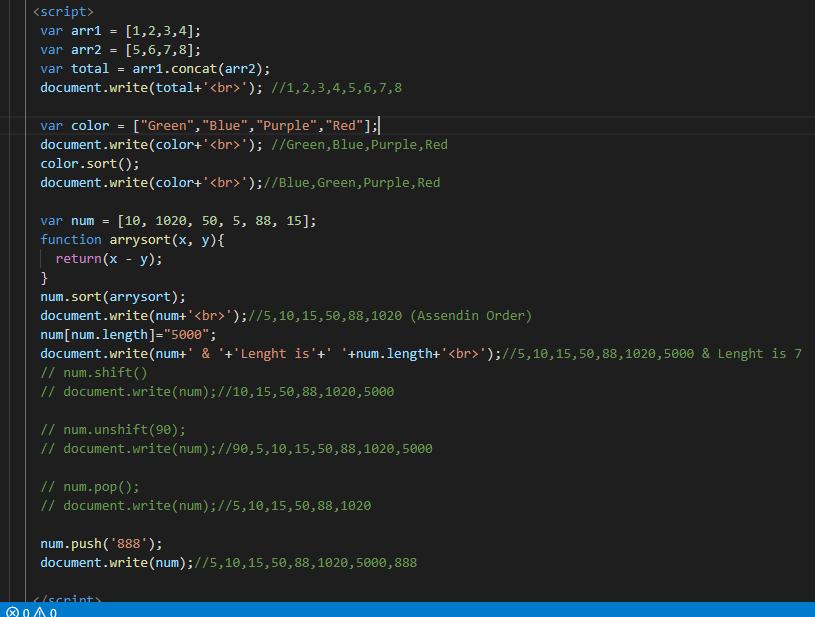
1. For Global variable declare



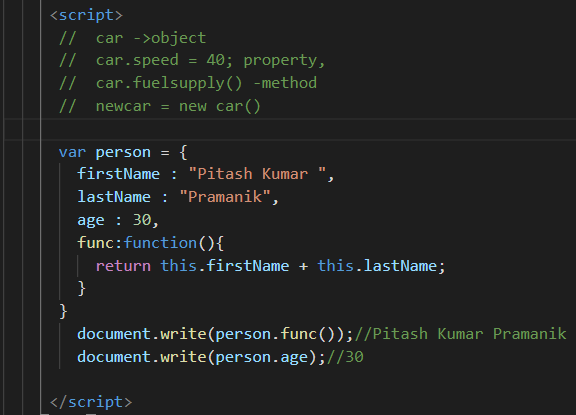
1. Display Possibilities



1. Array and Array Sorting

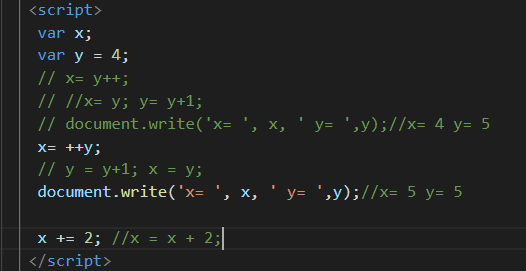


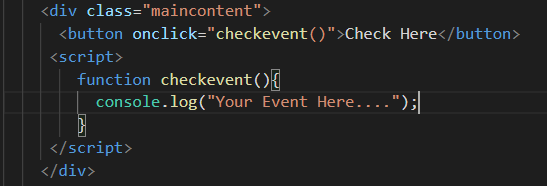
1. Object

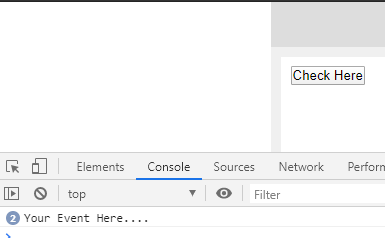


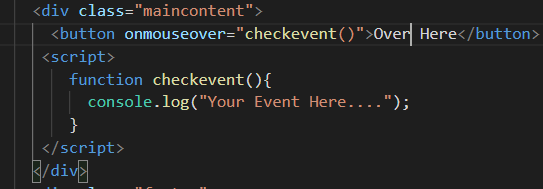
Note: In between JavaScript array & null is **object.**

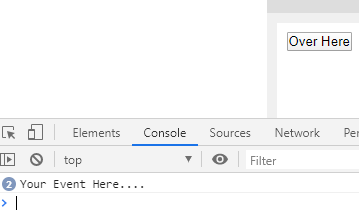
1. Operator

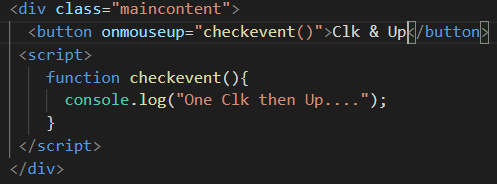
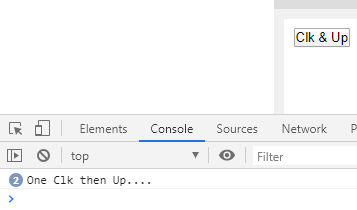


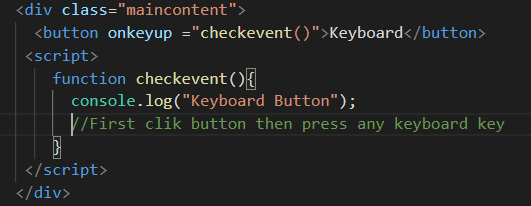
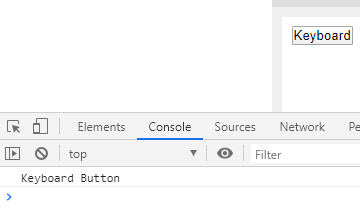
1. Alert

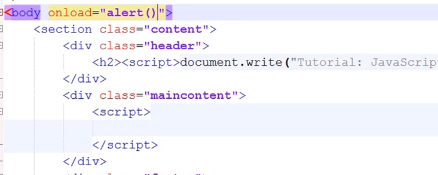


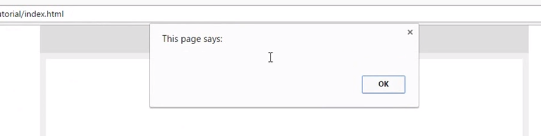


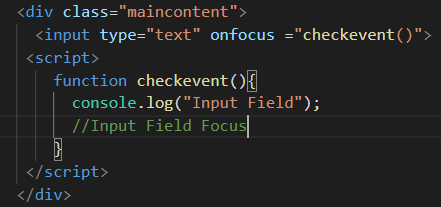
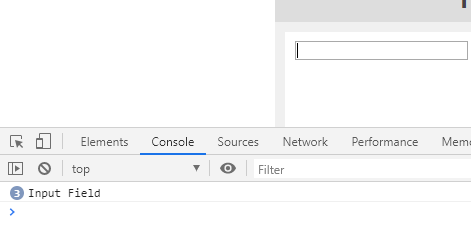




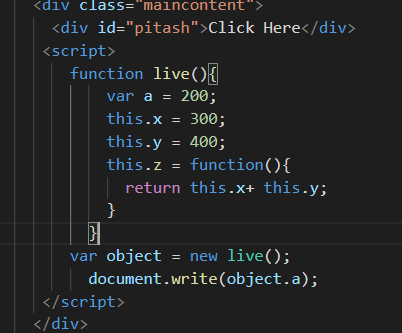


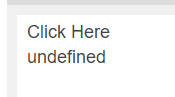


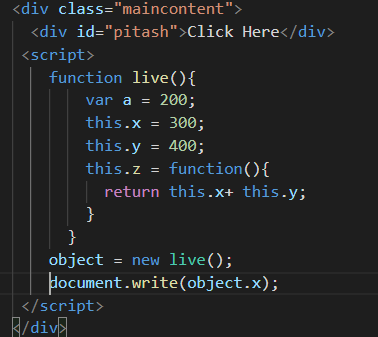


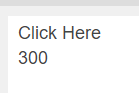


1. This Keyword



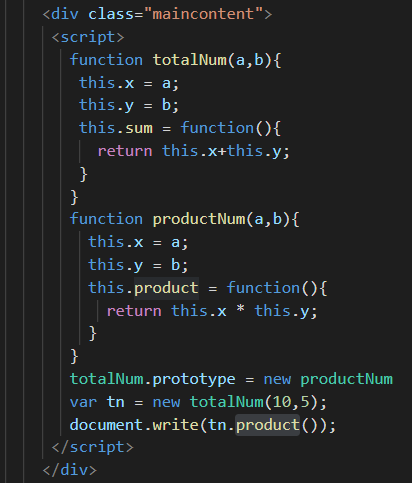


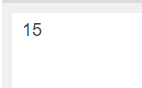


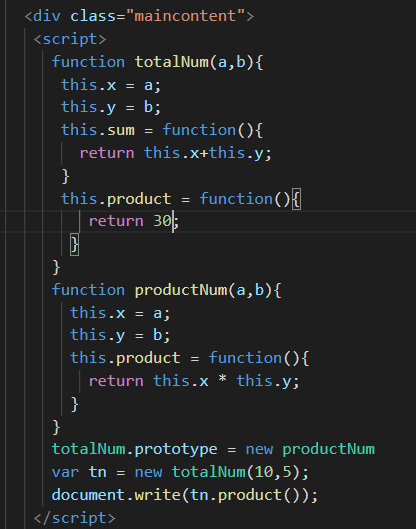


1. Prototypal Chain/ Prototypes: it’s one kind of OOP concept but not at all.

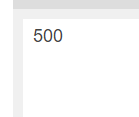
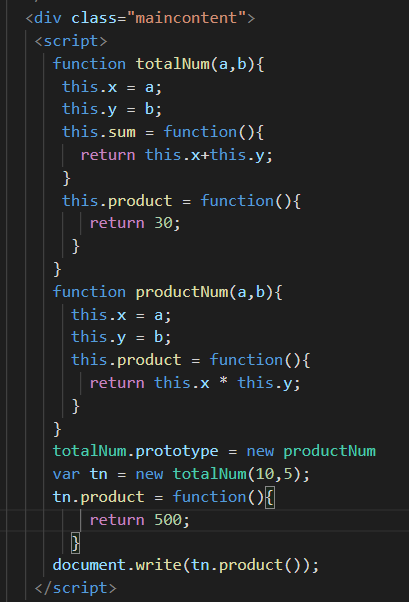
9. Inheritance



1. 

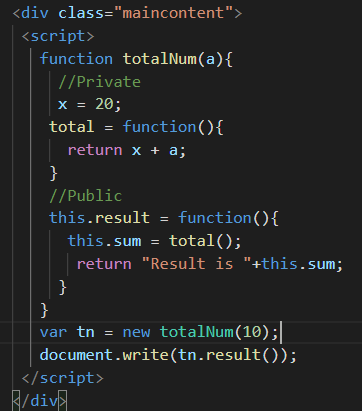
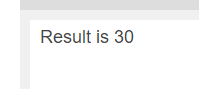


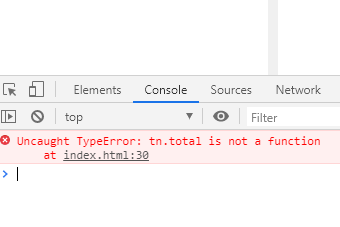
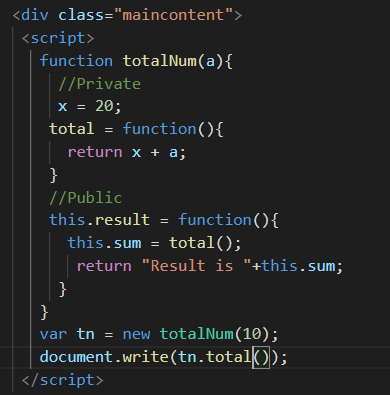
1. 

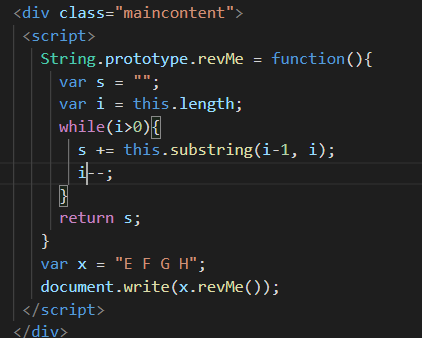
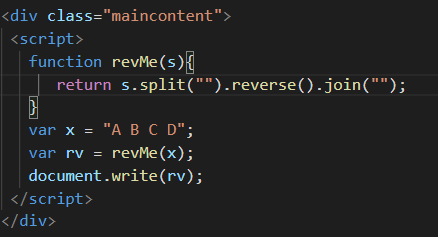
1. 

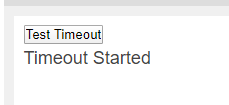
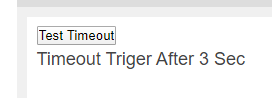
Note: How to Inheritance by Prototype, so check first !!!, then check !!, then !

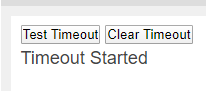
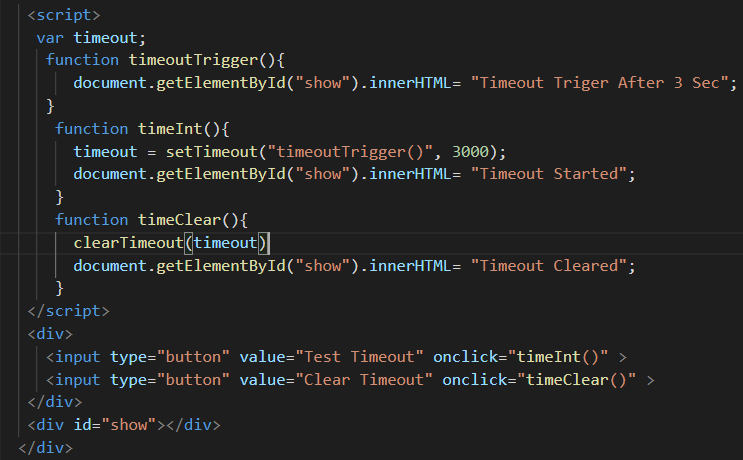
1. Public & Private

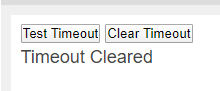




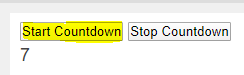
1. Own String Methods
2. Set Time out and Clear Time Out

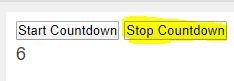


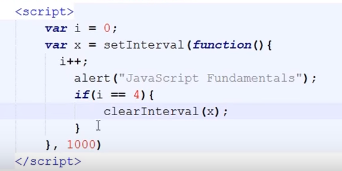














#Make Clock

