

3.5.9 Reflection

Great job on completing an MVP of the Robot Gladiators game, as well as adding some nice features and error handling. In this lesson, you accomplished the following:

- Managed time and focus by tracking bugs and feature requests in GitHub issues.
- Intelligently prioritized your GitHub issues.
- Validated user input prior to operating on it (life skill!).
- Refactored for simplicity and maintainability.
- Used a recursive function.
- Distinguished and converted between number and string types.
- Learned how to persist data in the browser by using `localStorage`.

Looking back on this module as a whole, let's recap what you learned about JavaScript:

- **Primitive data types** establish how data is stored and manipulated.

- **Functions** can be invoked when desired, offering control over the application's actions, less repetition, and abstraction that can isolate potential bugs and data variables.
- **Objects** offer unique abilities to store properties and methods.
- **Control flow statements**, such as conditional statements and `for` and `while` loops, can be used to direct the order of operations and behavior of the application.
- The `console.log` and Chrome's `debugger` statements can reveal values of variables at specific moments in the application's execution process.

You now have a solid foundation in JavaScript to build on during the rest of the course. You also created a functional game that's fun to play! In subsequent modules, you'll use these skills to create functional front-end applications and powerful back-end applications.

The fun is just beginning!