Javascript is like the game Minecraft which allows you to build things and makes the world you build interactive. When dealing with JavaScript it is very important to avoid global variables. The reason I say this is because your code can be easily overwritten and can cause a lot of problem. The best solution for this is to have closure which is a function that has a reference to a private variable. It’s also important to make code as simple and clean as possible. You want someone looking at it to fully understand what’s going on. Last thing you should remember is to keep your code modularized so that you can write smaller and simple functions that fulfill one specific task rather than catch-all methods.