Udemy Complete JavaScript Course

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* Extensions, Setting, Monokai Pro
* Ctrl+Shift+J – Dev tools
* *// Objects Data Structure*
* *// key: value*
* *// jonas has property - firstName, lastName, age etc..*
* *// order of elements does not matter as key are used to retrieve*
* *// Unstructured data is used*

*// OR -- >> mdn operator precedence*

console.log(`${jonas.firstName} has ${jonas.friends.length} friends, and his best friend is called ${jonas.friends[0]}`);

* Arrays are also Objects and thus have methods to work like array.pop, .push, .shift
* DOM Manipulation
  + Document Object Model – Structured representation of html documents, allows JS to access html elements and styles to manipulate them
  + Key Press events – Global events happening on entire document not a specific class
  + EventHandler function holds all the information on the eventlistener like which in case of keypress even which key was pressed
  + Document.Queryselector – (.) for class and # for id
* JS is high level (code written in high level not binary codes using 1 and 0s which is machine level language), Interpreted or Just-In-Time compiled (means it is compiled form high level to machine level 1/0s so that machine can read the code), have inbuilt garbage collector, Paradigm – Procedural, Object Oriented, Functional based Programming language (all three)
* Prototype based – like array object is created from template called Prototype which inherits all the methods form the protype or blueprint
* JavaScript Engine executes the JavaScript code – Most powerful Google V8 Engine
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