
Session 14

Mohamed Emary

April 24, 2024

1 Lighthouse

Lighthouse is a tab in chrome dev tools that helps you to test the performance, accessibility, and SEO of your website, then it gives you a score based on these tests.

2 Video & Audio Tags

2.1 Video

```
1 | <video src="video.mp4" controls></video>
```

Any video is a replaced element just like an image, so you can set its width and height.

Video tag has some attributes:

- `controls` attribute: adds a play/pause button, volume control, and a progress bar.
- `autoplay` attribute: plays the video automatically, but some browsers block it.
- `muted` attribute: mutes the video.
- `loop` attribute: plays the video in a loop.

2.2 Audio

```
1 | <audio src="audio.mp3" controls></audio>
```

Audio tag has the same attributes as the video tag.

3 JavaScript

JS story in video and where did its name come from.

4 where to write JS code

- Inline
- Internal
- External
- `window.alert`
- `console.log`
- `document.getElementById`
- `document.getElementById("demo").innerHTML = "Hello JavaScript";`
- `console.log(document.getElementById("demo"));`
- `console.log(document.getElementById("demo").innerHTML);` prints the tag
- Comments one line and multi-line
- variable declaration assignment:
 - in the same line or in different lines
 - since its a variable u can reassign it
 - the name can't start with a number or a special character except for `$` and `_`
 - variable name can't be a reserved word like `var`, `while`, `function`, etc
- Use camelCase for naming
- don't redeclare a variable with the same name
- Data types:
 - Primitive
 1. Number
 2. String
 3. Boolean
 4. Null
 5. Undefined
 - Non-primitive
- To know the data type of a variable use `typeof`
- JS is a loosely typed language which means you don't have to put the data type of a variable when declaring it.
 - Languages that force you to declare the data type of a variable are called statically typed languages.
- strings are written inside `"string"` or `'string'` or ``String`` (backticks)
- `typeof null` is `object` which is a bug in JS