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The querySelector() method returns the first element that matches a CSS selector. To return all matches (not only the first), use the querySelectorAll() instead.Both querySelector() and querySelectorAll() throw a SYNTAX\_ERR exception if the selector(s) is invalid. The querySelector() method returns the first child element that matches a specified CSS selector(s) of an element. Note: The querySelector() method only returns the first element that matches the specified selectors. To return all the matches, use the querySelectorAll() method instead

**Grid:** CSS Grid Layout, is a two-dimensional grid-based layout system with rows and columns, making it easier to design web pages without having to use floats and positioning. Like tables, grid layout allows us to align elements into columns and rows. [Flexbox](https://www.geeksforgeeks.org/introduction-to-css-flexbox/)**:** The CSS Flexbox offers a one-dimensional layout. It is helpful in allocating and aligning the space among items in a container (made of grids). It works with all kinds of display devices and screen sizes. To get started you have to define a container element as a grid with **display: flex;**

Difference Between Grid and Flexbox: 1. Dimensionality and Flexibility 2. Alignment 3. Item Management

**Conclusion:**

* CSS Grids helps you create the outer layout of the webpage. You can build complex as well responsive design with this. This is why it is called ‘layout first’.
* Flexbox mostly helps align content & move blocks.
* CSS grids are for 2D layouts. It works with both rows and columns.
* Flexbox works better in one dimension only (either rows OR columns).
* It will be more time saving and helpful if you use both at the same time.

Teach us how to create an Array of Images in JavaScript

Show us how those de-command codes change the webpage appearance:

console.log(this.event)

newRandom = Math.random()

console.log("------------------")

console.log("newRandom:", newRandom)

console.log("array.length:", array.length)

console.log("newRandom \* array.length ", newRandom \* array.length)

let randomNum = Math.floor(newRandom \* array.length);

console.log("Random Number: ", randomNum)

image.setAttribute("src", array[randomNum]);

image.style.width = randomNum \* 30 + "px";

console.log("image.style.width", image.style.width)

console.log("image: ", array[randomNum]