JavaScript Syllabus

Overview: JavaScript is a loosely-typed client side scripting language that executes in the user's web browser. A web page without JavaScript is unimaginable today. There are many open source application development frameworks based on JavaScript**.**

Course Objectives:

- Understand the JavaScript language & the Document Object Model.
- Alter, show, hide and move objects on a web page.
- Check information inputted into a form.
- Javascript allows programming to be performed without server interaction.
- Javascript can respond to events, such as button clicks.
- Javascript can validate data before sending out a request.
- Javascript can adjust an HTML document for special effects.
- Javascript can create cookies! Cookies can be used to store and retrieve information from the user's computer.

Pre-requisite / Target Audience: An intermediate knowledge on HTML.

Module 1: Introduction

In this module we will learn about what is the JavaScript and benefits of the language. We can also learn how write the first JavaScript program.

- ❖ JavaScript Introduction

Module 2: Language Syntax

In this module we will learn about JavaScript language syntax and how to use the program level. And we can also learn understanding the arrays.

- ❖ Variable declaration
- ❖ Operators
- ❖ Control Statements
- ❖ Error Handling
- ❖ Understanding arrays
- ❖ Function Declaration

Module 3: Built In Functions

In this module we will learn about what are the built in functions in JavaScript and how use the JavaScript functions.

- ❖ Built In Functions
- ❖ Standard Date and Time Functions

Module 4: HTML Forms

In this module we will learn about how to use the forms. What are the properties in JavaScript. HTML form validation can be done by JavaScript.

- ❖ HTML Document object Model
- ❖ Working with HTML form and its elements

Module 5: HTML DOM

In this module we will learn about JavaScript can access and change all the elements of an HTML document.

- ❖ HTML Document object Model
- ❖ Working with HTML form and its elements
- ❖ Other Document Object Model

Module 6: Cookies

In this module we will learn about how to use the cookies. What are the advantages of the cookies and how to create cookies?

- ❖ Working with cookies

Module 7: Working with Objects and Classes

In this module we will learn about what is the use of objects and how to call the data. We can also learn about inheriting data.

- ❖ Working with Objects
- ❖ Call method in JavaScript
- ❖ Inheritance in JavaScript using prototype

At the end of the course participants will be able to:

1. HTML to define the content of web pages
2. CSS to specify the layout of web pages
3. JavaScript to program the behavior of web pages