

Java Script

Java Script Training Outline

Course Description

JavaScript is the globally used client-side scripting languages for the web. Most browsers support the language by default, so you can get started using JavaScript and HTML with a simple text editor and browser for testing. Dynamic languages make web pages dynamic without making calls to your web servers for every button click, character typed, or mouse movement. The JavaScript language is so popular that hundreds of developers have made customized libraries that make development easier for other programmers and web designers. If you design web pages, you'll certainly need to know JavaScript to make a custom UI (user interface).

This course gets you started with an introduction to JavaScript. It assumes that you're new to the language, so it gets you started with basic functionality such as creating functions, creating variables, and calling these lines of code from your standard HTML pages. It talks about events and triggers for custom event handling. It talks about pattern matching, searching for text within a page, flow control and the document object model (DOM). We start off with the basics and move on to more complex functionality such as arrays and objects. We then discuss how to script common elements with JavaScript such as forms and tables. At the very end, we discuss major libraries such as Ajax, which allows you to make asynchronous calls to server-side scripts without reloading the web page in the server.

- Javascript: Overview, Syntax, Type of JavaScript, Embedding Script In HTML File, Variable Fundamentals.
- Javascript Operators: Arithmetic, Logical, Comparison, Assignment, Conditional Fundamentals.
- Conditional Statement & Looping Statement: If, If... Else, Switch, While, Do/while, For Fundamentals.
- The Document Object Model (DOM)
- Function & Object: Passing Parameter to function, Returning a value from function, Creating Object, Accessing Object Properties Fundamentals.
- Method: Array Object, String Object, Date Object, Math Object, Window Object, Timer, Navigator Object Fundamentals.
- Constructors and Inheritance
- Event Type: Mouse Events, Frame/Object Events, Form Events Fundamentals.
- Pattern Matching with Regular Expressions
- JavaScript in Browsers
- How to Get Input and Output
- Managing Web Page Styles using JavaScript and CSS
- Handling Web Page Events
- How to Script Tables
- How to Script Forms
- Introduction to Ajax
- Introduction to JQuery
- Introduction to JSON