



# Javascript 101: Introduction

**Level:** Introduction  
**Duration:** 3 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £697 ex VAT

## Overview

Getting Started with JavaScript  
Managing the Browser Window  
Managing the Document

## Description

This Hands-On course provides an intensive introduction to the features provided by JavaScript and Dynamic HTML.

## Who is this course for?

Web and IT professionals who are completely new to JavaScript and who need to gain hands-on experience of developing commercial JavaScript systems.

## Assumed Knowledge

Knowledge of a mark-up language such as HTML would be advantageous.

## What you will learn

- \* Understand the JavaScript language.
- \* Understand the Document Object Model and how it is used in JavaScript.
- \* How to detect and respond to user actions
- \* Alter, show, hide and move objects on a web page
- \* Check information inputted into a form
- \* How to use CSS (Cascading Stylesheets)
- \* How to make JavaScript cross-browser compatible

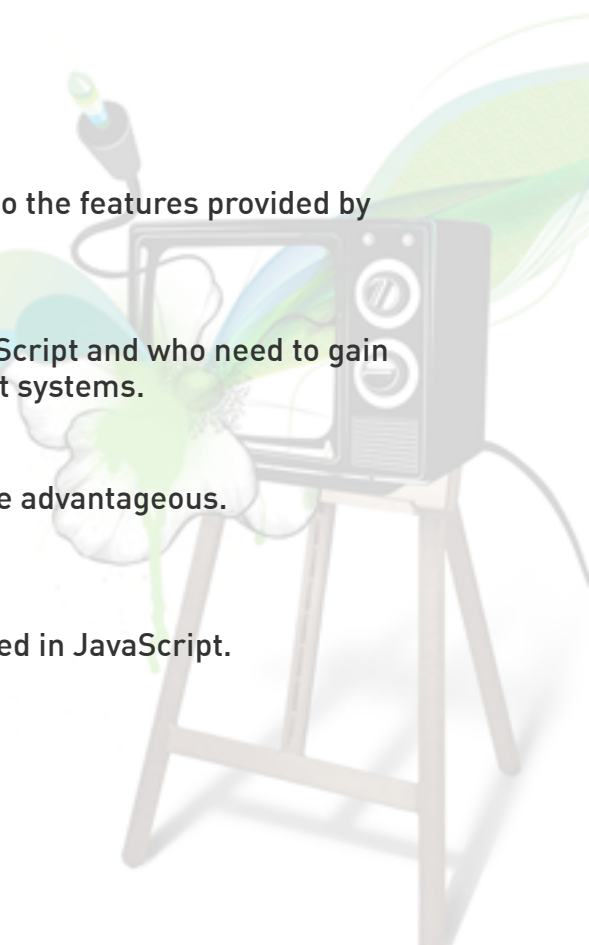
## Outline

### History

- From LiveScript to JavaScript
- Java vs JavaScript
- Object-Oriented Programming (OOP)
- Other programming languages

### What does JavaScript do?

- Rollovers
- Form Validation
- Mathematical Calculations



- Change CSS
- Working with HTML5 Canvas tags

#### Understanding JavaScript

- Server-side vs. Client Side
- Basics of OOP
- JavaScript Behaviour
- Dot Syntax
- Understanding Properties & Methods
- Document Object Model
- Unobtrusive Scripting

#### The Language

- Event Handlers
- Values & Variables
- Assignments
- Operators
- Comparisons

#### JavaScript Fundamentals

- Writing text
- Working with functions
- Internal, Head & External JS
- Commenting in JS
- Alert Windows
- Confirming user choice
- If/else statements
- Prompting the User
- Redirects through a link
- JavaScript enhanced links
- Working with Referrer pages

#### Building a Web App

- Designing a Bingo Card
- Looping & Do/While Loops
- Passing values to functions
- Object Detection
- Working with Arrays
- Updating Arrays
- Using the random() method
- Working with functions that return values
- Multi-level Conditionals
- Error-Handling

#### Working with Images

- Creating a Rollover

- Creating more effective rollovers
- Understanding the DOM
- Building Objects in OOP

#### Form Handling

- Select & Go Navigation
- Accessibility & JavaScript
- Changing Menus Dynamically
- Making fields required

#### Making your pages dynamic

- Placing the current date
- Working with a dynamic timer
- Updating the seconds dynamically