



JAVA SCRIPT TRAINING MODULE

JAVASCRIPT TRAINING MODULE

The JavaScript training module provides some of the essential features of JavaScript. JavaScript is an important programming language for building the next generation of interactive web applications, including mobile web applications. You will learn how to use JavaScript to modify the Document Object Model elements of an HTML page.

LEARNING OBJECTIVES

- Describe JavaScript primitives and objects
- Explain how variables are declared and used in JavaScript
- Describe JavaScript control structures
- Describe functions in JavaScript
- Describe the document object model (DOM) hierarchy
- Describe the window and document objects
- Identify the DOM objects that are commonly used in JavaScript applications for working with HTML documents

PREREQUISITES SKILLS

- Computer Science fundamentals
- Basic knowledge of any programming and object-oriented language

DURATION

8 Hours

SKILL LEVEL

Basic – Intermediate

HARDWARE REQUIREMENTS

Processor	2 GHz or Higher
GB RAM	8 GB
GB Disk Free	80 GB
Network Requirements	Yes

SOFTWARE REQUIREMENTS

Operating System	Windows / Linux
IDE	Eclipse
Browser	Chrome or Internet Explorer

The following chapter and exercise durations are estimated and might not reflect every class experience. The estimates do not include the duration of additional exercises or sections. Students in this course to have setup the software requirement as stated. The course contains test your knowledge after each chapter.

COURSE AGENDA

Chapter 1. JavaScript Basics

Duration: 1 Hr.

Overview	This chapter introduces Java Script Basics and Primitive types.
Learning Objectives	After completing this unit, you should be able to: <ul style="list-style-type: none">• Nature of JavaScript language• Understand JavaScript primitive types.

Chapter 2. JavaScript Objects

Duration: 1 Hr.

Overview	This chapter introduces Java Script Array, Date and Error Objects types.
Learning Objectives	After completing this unit, you should be able to: <ul style="list-style-type: none">• Understand Java Script Array Objects• Understand Java Script Date Objects• Understand Java Script Error Objects

Chapter 3. JavaScript Variables and Control Statements

Duration: 1 Hr.

Overview	This chapter introduces JavaScript Variables and different Control Statements.
Learning Objectives	<p>After completing this unit, you should be able to:</p> <ul style="list-style-type: none"> • Understand how to define JavaScript Variables. • Work Java Script If statements • Work Java Script switch statements • Work Java Script for and while loop statements

Chapter 4. JavaScript Functions

Duration: 1 Hr.

Overview	This chapter introduces JavaScript Functions
Learning Objectives	<p>After completing this unit, you should be able to:</p> <ul style="list-style-type: none"> • Declare a JavaScript function • Creating custom objects with functions • Adding functions to prototypes • Self-executing functions

Chapter 5. Client-Side Java Script

Duration: 4 hrs.

Overview	This chapter you will learn how JavaScript is used with HTML and the Document Object Model i.e DOM
Learning Objectives	<p>After completing this unit, you should be able to:</p> <ul style="list-style-type: none"> • Understand Scripts in HTML documents • Describe the document object model (DOM) hierarchy • Overview of the DOM specification levels • Describe the window and document objects • Accessing document elements • Common API in web and XML scripting

