**JavaScript Dom & UI: Course Introduction**

**Course Program, Evaluation, Exams, Resouces**

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  + Standart Criteria
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**JavaScript DOM & UI / Coming To The Next Мodule / What's next?**

* JavaScript DOM & UI
  + Continuation of JS Fundamentals and JS OOP
  + Fundamentals of building UI in the browser
* Pretty much the same
  + Lectures 2 times a week
  + Practical exam after ~1 month
* The course exam?
  + **3 problems for 4 hours**
  + <http://bgcoder.com>

# JavaScript DOM & UI: Course Program (Titles to cover in the course)

* Course Introduction
  + Materials, course program, exams, evaluation
* Document Object Model
  + DOM, selector HTML elements, fundamental DOM operations
* HTML5 Canvas
  + Low-level graphics with canvas
  + Drawing shapes, images, per-pixel image manipulation
* Working with SVG
  + Using the SVG
  + Basic operations with SVG
* Frameworks for Canvas
  + Using frameworks for easier drawing with Canvas
* Animations with Canvas and SVG
  + Creating animations
  + setTimeout(), requestAnimationFrame()
* DOM Operations
  + **Selecting** DOM elements
  + **Removing** DOM Elements
  + **Adding** DOM Elements
  + Working with **innerHTML**
* Events and Event Model
  + Types of events: **mouse**, **key**, **touch**
  + Attaching events to DOM elements
  + Attaching events parents for optimization
  + The value of this
* jQuery Overview
  + Working with jQuery
  + Selecting elements with jQuery
  + Querying elements
  + jQuery Features: chaining, styles, creation
* jQuery plugins
  + Working with jQuery plugins
  + Samples with jQuery plugins
  + Creating jQuery plugins
* HTML Templates
  + Creating HTML Templates
* DOM Performance
  + Element creation
  + Setting styles
* Exam preparation
  + Solving problems similar to the exam
* Teamwork Defense
  + Defending the project live in front of jury
* Exam
  + 4 hours, 3 tasks

**Course Evaluation**

* **Practical exam** - 60%
* **Homework** - 10%
* **Team work** - 20%
* **Forum activity** - 5%
* **Helping other students** - 5%

**JS DOM & UI Resources - Sites, Software**

**Course Web site & Forum**

* Register for the "**Telerik Academy Forums**":
  + <http://telerikacademy.com/Forum/Category/24/javascript-part-2>
  + Discuss the course exercises with your colleagues
  + Find solutions for the exercises
  + Share source code / discuss ideas
* The JavaScript UI & DOM official Web site:
  + <http://academy.telerik.com/student-courses/web-design-and-ui/javascript-ui-dom/about>

**Telerik Integrated Learning System (TILS)**

* The Telerik Integrated Learning System (TILS)
  + <http://telerikacademy.com>
  + Important resource for all students
  + Homework submissions
  + Homework peer reviews
  + Presence cards with barcode
  + Reports about your results
* JavaScript UI & DOM course page:
  + <http://telerikacademy.com/Courses/Courses/Details/251>

**JavaScript UI & DOM: GitHub repository**

* JavaScript UI & DOM GitHub repository
  + <https://github.com/TelerikAcademy/JavaScript-UI-and-DOM>
  + Slides and demos
  + Homeworks:
    - Assignments
    - Unit tests for local testing

**JavaScript UI & DOM: Required Software**

* Operating Systems
  + **Windows**, **Linux** or **OS X** are Ok
* Code Editors:
  + **Sublime Text 2/3**
    - Light and fast, with many plugins
  + **Atom.io**
    - Light and fast, with many plugins
  + **Jetbrains Webstorm**
    - Ready-to-use IDE
  + **Visual Studio Code**
    - Light and fast, with a good built-ins