**COURSE CONTENT**

What is Javascript?   
Creating / Running a JS file.   
comment your Javascript code

Data types and variables / storing values with assignment operator / Initializing variables with assignment operator / Uninitialized variables / Case sensitivity in variables

adding numbers  
subtracting numbers   
multiplying numbers   
dividing numbers  
incermenting numbers   
decrementing numbers  
decimal numbers   
multiply decimals   
divide decimals   
finding a remainder   
compound assignment with augmented addition   
compound assignment with augmented subtraction   
compound assignment with augmented multiplication  
compound assignment with augmented division   
declare string variables   
escaping literal quotes in strings  
quotinq strings with single quotes   
escape sequences in strings   
concatenating string with plus operator   
concatenating string with variables   
appending variables to strings   
find a length of string   
bracket notation to find first character in string   
bracket notation to find Nth character in string   
bracket notation to find last character in string word blanks   
store multiple values with arrays  
nested arrays   
access array data with indexes  
 modify array data with indexes   
access multi-dimensional arrays with indexes   
manipulate arrays with pop()   
manipulate arrays with shift()  
manipulate arrays with unshift()   
shopping list   
write reusable code with functions   
passing values to functions with arguments   
global scope and functions   
local scope and functions   
understand undefined value returned from a function   
assignment with a returned value stand in line   
boolean values   
use conditional logic with if statements   
comparison with the strict equality operator   
practice comparing different values   
comparison with inequality operator  
comparison with greater than or equal to operator  
comparison with less than or equal to operator  
comparison with the logical and operator  
comparison with the logical or operator   
else statements   
else if statements   
chaining if else statements  
golf code  
switch statement  
default option in switch statements

multiple identical options in switch statements

replacing if else chins with switch

returning boolean value form functions

returning an early pattern from functions

counting cards

build javascript objects

accessing object properties with dot notation

accessing object properties with bracket notation

accessing object properties with variables

updating object properties

add new property to an object

delete properties form an object

using objects for lookups

testing objects for properties

manipulating complex objects

accessing nested objects

accessing nested arrays

record collection

iterate with while loop

iterate with for loops

iterate odd numbers with a for loop   
count backwards with a for loop  
iterative through an array with for loop   
nesting for loops   
nesting with do..while loops

profile lookup

generate random fractions

generate random whole numbers

generate random whole numbers within a range

use the parseInt function

use the parseInt function with a radix

use the conditional(ternary) operator

use multiple conditional (ternary)operators

difference between the var and let keywords

compare scopes of the var and let keywords

declare a read-only variable with the const keyword

mutate an array declared with const

prevent object mutation

use arrow function to write concise anonymous functions

write arrow functions with parameters

write higher order arrow functions

write higher order arrow functions

use the spread operator to evaluate arrays In-Place

use destruction in assignment to assign variables from objects   
destructuring assignment with nested objects   
use destructuring assignment to assign variables from arrays  
use destructuring assignment with the rest operator   
create string using template literals   
write concise object literal declarations using simple fields   
write concise declarative functions   
use class syntax to define a constructor function   
use getters and setters to control access to an object   
understanding the differences between import and require   
use export to reuse a code block   
use \* to import everything from a file   
create an export fallback with export default   
import a default export   
Outro