## JavaScript Training Syllabus

### Introduction

* What is JavaScript?
* What is AJAX?

### Developer Essentials

* The development workflow
* Selecting the right tools for the job
* Just enough HTML and CSS
* Understanding objects
* Understanding variables
* Making comparisons
* Understanding events

### Starting to Code

* Writing your first script
* Internal vs. external scripts
* Using comments in scripts
* Using the noscript tag in HTML

### Interacting with Users

* Creating alert dialogs
* Understanding conditional statements
* Getting confirmations from users
* Creating prompts for users
* Understanding functions
* Making links smarter
* Using switch/case statements
* Handling errors

### JavaScript Language Essentials

* Getting started
* Creating loops
* Passing values to functions
* Detecting objects
* Reading arrays
* Returning values from functions
* Writing arrays
* Building do and while loops
* Re-using functions

### Creating Rollovers and More

* Creating a basic image rollover
* How to write a better rollover
* Creating a three-state rollover
* Making rollovers accessible and 508 compliant
* Making disjointed rollovers
* Creating slideshows
* Displaying random images

### Building Smarter Forms

* Getting started
* Creating jump menus
* Creating dynamic menus
* Requiring fields
* Cross-checking fields
* Displaying more informative errors
* Verifying radio button selections
* Setting one field with another field
* Verifying email addresses

### Handling Events

* Responding to window events
* Responding to mouse movements
* Responding to mouse clicks
* Responding to onBlur form events
* Responding to onFocus form events
* Responding to keyboard events

### Working with Cookies

* Demystifying cookies
* Writing a cookie
* Reading a cookie
* Displaying a cookie
* Counting with cookies
* Deleting cookies
* Handling multiple cookies
* Cookies in action

### The DOM, Nodes, and Objects

* Understanding the DOM
* Adding nodes to the DOM
* Deleting nodes from the DOM
* Deleting specific nodes
* Inserting nodes into the DOM
* Replacing nodes in the DOM

### Working with Dates and Times

* Displaying dates
* Displaying times
* Creating a countdown

### Real World Applications of JavaScript

* Creating sliding menus
* Creating pop-up menus
* Creating slideshows with captions
* Creating a stylesheet switcher