1. Basic JavaScript Introduction

Chapter 1 contains the basic introduction to the JavaScript language, such as

- [What is JavaScript](#)?
- Evolution of JavaScript
- Features of JavaScript
- Advantages and Disadvantages of JavaScript
- How does JavaScript works?
- [Structure of a JavaScript program](#)
- [How to write JavaScript in Notepad++](#), [Visual Studio Code](#), and [Eclipse IDE](#)?
- [How to add JavaScript in HTML](#)?
- [How to include External JavaScript in HTML](#)?

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2. JavaScript Data Types and Variables

Chapter 2 deals with the most important and basic concepts of JavaScript. They are:

- [JavaScript Comments](#)
- [JavaScript Keywords](#)
- [Data Types in JavaScript](#)
- [JavaScript Variables](#)
- [Types of Variables in JavaScript](#)
- [Key Difference between Var, Let, and Const](#)

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3. JavaScript Operators

Chapter 3 deals with operators in JavaScript. In this chapter, we will learn the following topics:

- What are [Operators in JavaScript](#)?
- [Assignment Operator](#)
- [Comparison Operators](#)
- [Logical Operators](#)
- [Conditional Operators](#)

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4. JavaScript Statement

This chapter deals with the following topics that are as:

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5. JavaScript Function

This chapter deals with the following topics that are as follows:

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6. Objects in JavaScript

Chapter 6 in this JavaScript syllabus deals with the following important topics that are as:

- What is an Object?
- Types of Objects
- Array Object
  - Properties of Array Object
  - Methods of Array Object
- String Object
  - Properties of String Object
  - Methods of String Object
- Math Object
  - Properties of Math Object
  - Methods of Math Object
- Date Object
  - Methods of Date Object
- Global Object
  - Properties of Global Object
  - Methods of Global Object
- Number Object
  - Properties of Number Object
  - Methods of Number Object
- Creating your own Objects
  - Defining methods

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7. JavaScript Window and Frame Objects

Chapter 7 in this JavaScript syllabus, deals with the following key topics that are as:

- Top-level Objects
- Window Object
  - Creating a Window
  - Communicating with the user
  - Working with Timeouts
  - Some properties of Window Object
  - Some other useful methods of Window Object
- Location Object

- Properties of Location Object
- Methods of Location Object
- Document Object
  - Properties of Document Object
  - Methods of Document Object
- The Navigator Object
  - Properties of Navigator Object
  - Methods of Navigator Object
- History Object
  - Properties of History Object
  - Methods of History Object
- Screen Object
- Working with Frames
  - Creating frames
  - The frame tree
  - Accessing frames
  - Nested frames
  - Frame object model
  - Frame element object

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8. JavaScript Event Handling

Chapter 8 in this JavaScript syllabus covers the following significant topics that are as:

- Events
  - How does it work?
- Objects and Events
  - Creating an Event handler
  - Changing Event handlers
- Managing JavaScript Events
  - Mouse Events
  - Keyboard Events
  - The onLoad and onUnload Events
- Event Simulation
- The Event object
- Event capturing
  - Turning off Event capturing

- Event bubbling
    - Preventing Event bubbling

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9. JavaScript Exception Handling

The following topics come under this chapter that are as:

- Exceptions and Errors
- Exception mechanism
- "try-catch-finally" constructions
- Throwing exceptions
- Error Object
    - Properties of Error Object
    - Methods of Error Object

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10. Form

In this module, we will learn the following important topics that are as:

- The Form Object
    - Accessing Forms within JavaScript
    - Accessing Form elements
    - About <input> element objects
    - Properties of Form Object
    - Methods of Form Object
- Fieldset and Legend Element Objects
- Label Element Object
- Text Input Object
    - Properties of Text Input Object
    - Methods of Text Input Object
- Password Input Object
- Hidden Input Object
- Textarea Element Object
    - Properties of Textarea Element Object
- Button Element Object
- Checkbox Input Object
    - Properties of Checkbox Input Object

- Method of Checkbox Input Object
- Radio Input Object
  - Properties of Radio Input Object
  - Methods of Radio Input Object
- Image Input Object
  - Properties of Image Input Object
- Select Element Object
  - Properties of Select Element Object
  - Methods of Select Element Object
- Option Element Object
- File Input Element Object

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11. Document Object Model (DOM)

Chapter 11 contains the following topics under this JavaScript syllabus that are as:

- Document Object Model (DOM) and W3C
  - DOM Levels
    DOM and JavaScript
- New DOM Concepts
  - Element Referencing
    Hierarchy of nodes
    Node properties
    Node methods
    Generating new node content
    Replacing node content

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12. Introduction of HTML

This chapter contains the following basic key topics that are as follows:

- Introduction of HTML
- A brief history of HTML
  - The World Wide Web
  - User Agents (or Browsers)
- The Building Blocks of a Webpage

- HTML and Word processors
- HTML tags
- Nesting tags
- Tag attribute
- Fundamental tags
- A simple HTML document
  - The Meta tag
  - Adding comments