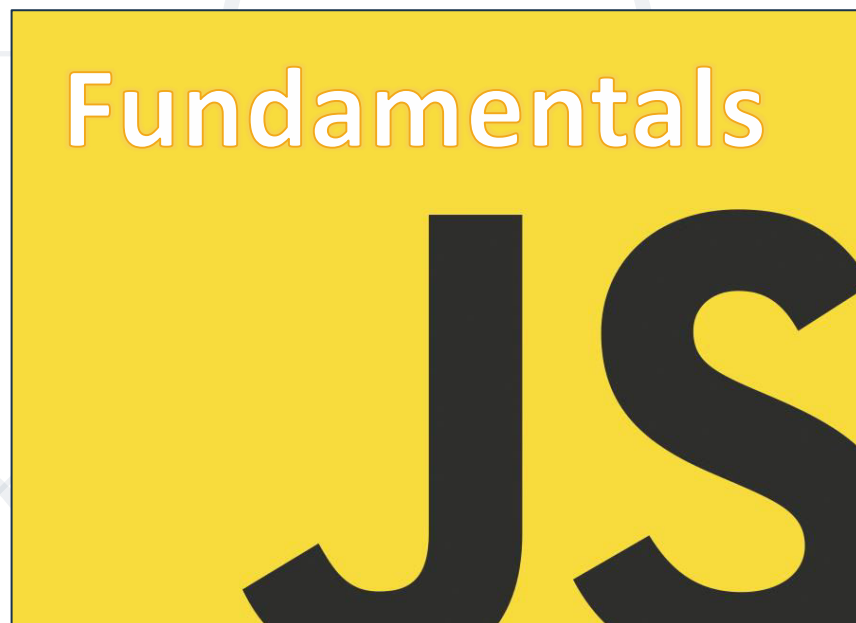


JavaScript Fundamentals

Course Overview



SoftUni Team
Technical Trainers



**Software
University**



**SoftUni
Foundation**



Software University

<http://softuni.bg>

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Have a Question?

sli.do

#JSCORE

SoftUni Diamond Partners



XSsoftware



SBTech
we know sports



telenor



SoftwareGroup
doing it right

NETPEAK



SmartIT



Postbank

Решения за твоето утре

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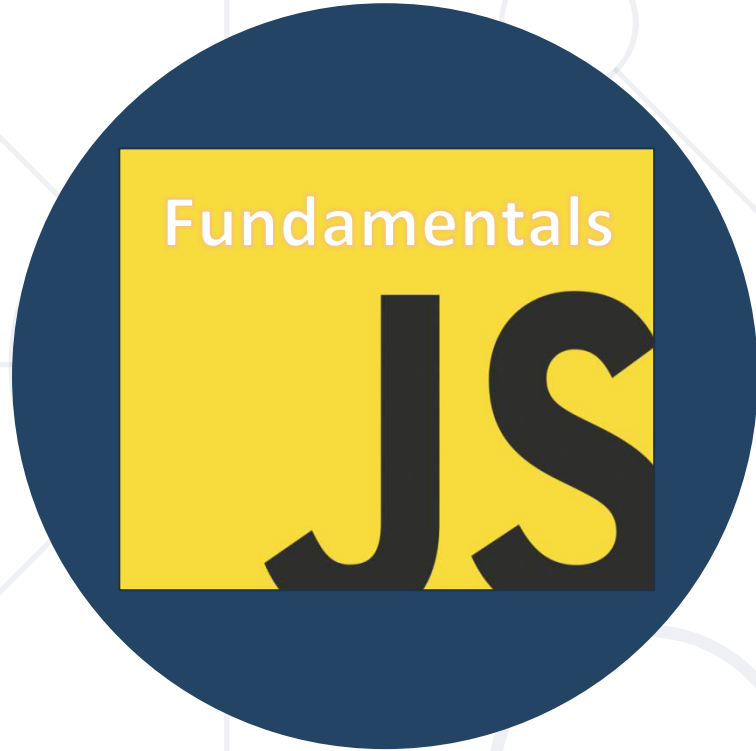
æternity



codexio

SoftUni Organizational Partners





JS Fundamentals Intro

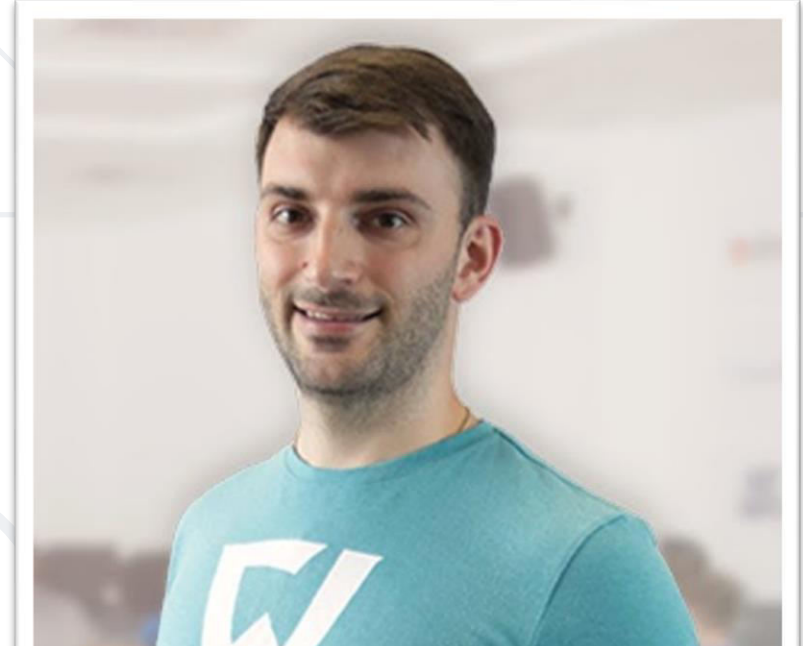
What are we going to learn?

- In this course we are going to learn:
 - What are the data types in JavaScript
 - What is a function and how to create and use functions
 - What arrays and what is their purpose
 - What are matrices
 - What is an object and what is a json. What is their usage

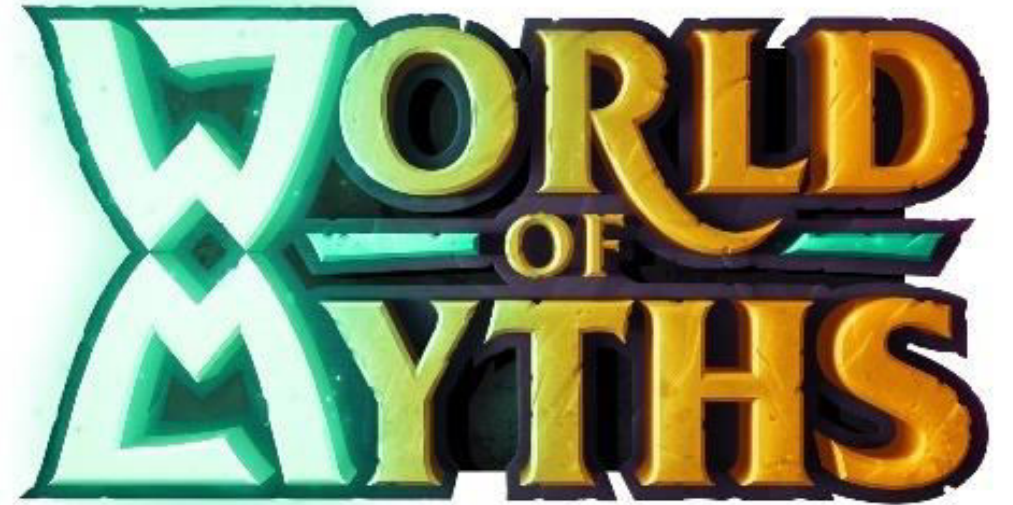


Trainers and Team

- Co-Founder and Lead Developer in Rebellious Software
- Principal Software Engineer in Telerik
- 10 years experience in programming
- Passionate about JavaScript



- Online Collectible Card Game
- Developed by
Rebellious Software



**The Rules of Battle Have Changed.
Gain Control. Dare to Win.**

Available soon on Steam and Mobile.

- 4+ years experience in the IT (HTML, CSS, JavaScript, C#, SQL, Windows Server)
- Excellent Software University student
- Technical Trainer in Software University



- The team working on the materials:
 - Mladen Raykov
 - Bilyana Borislavova
 - Maya Boyadzhieva
 - Hristomir Asenov
 - Atanaska Kiricheva
 - Tanya Staneva





Course Objectives

Course Details and Schedule

Targets of the course

- Learn the basic syntax in JavaScript (data types, loops)
- Learn how to work with data types (string, number, object, etc.)
- Learn how to store more complicated data (using maps)
- Learn how to represent real objects in code

- Link to last JS-Fundamentals exam:
<https://judge.softuni.bg/Contests/1179/JS-Fundamentals-Retake-Exam-5-Sept-2018>
- Structure: 4 problems for 6 hours
 - Problem One – if/else statements and for/while loops
 - Problem Two – array manipulations (add/remove/modify elements)
 - Problem Three – text processing and regex (manipulating strings and extracting information from them)
 - Problem Four – maps/objects (storing and manipulating more complicated data)



Course Organization

Structure of the course

- **Lectures:**
 - Twice a week (4 hours each)
 - Learn new material
- **Exercises:**
 - Twice a week (4 hours each)
 - Practice learned material
 - Ask questions if any

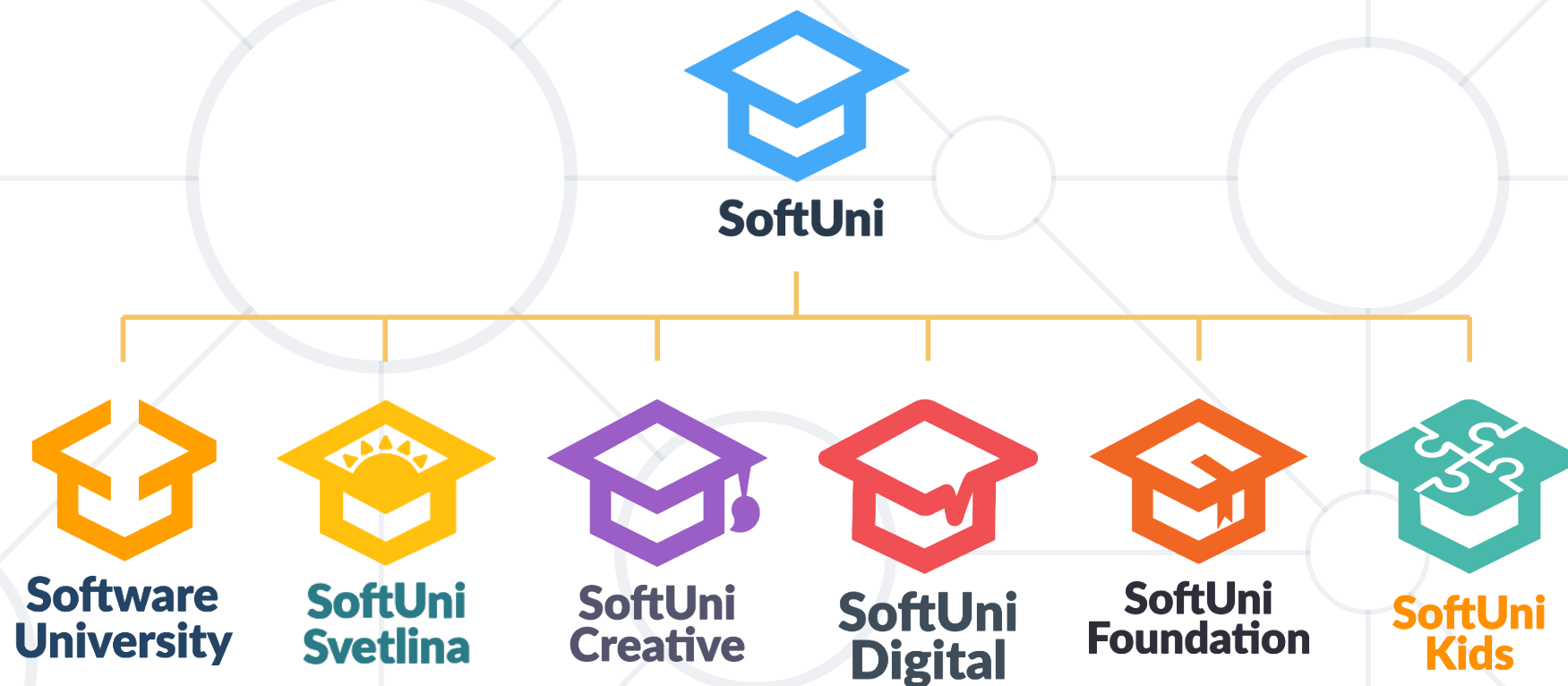


Evaluation Criteria

- **Mandatory:**
 - Final exam – 85%
 - Exercises & homework – 15%
- **Bonuses:**
 - Presence in class – 5% bonus
 - Forum activity – bonus up to 5%



Questions?



Trainings @ Software University (SoftUni)

- Software University – High-Quality Education and Employment Opportunities
 - softuni.bg
- Software University Foundation
 - <http://softuni.foundation/>
- Software University @ Facebook
 - facebook.com/SoftwareUniversity
- Software University Forums
 - forum.softuni.bg



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