



# JavaScript Course Agenda

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**Master the JavaScript programming language in an all-inclusive training program that includes complete JavaScript fundamentals, jQuery, Ajax, and more.**

## About Us

Simplilearn is one of the world's leading certification training providers. We partner with companies and individuals to address their unique needs, providing training and coaching that helps working professionals achieve their career goals.

## JavaScript Course Outcomes:

- This training program entails fundamentals of JavaScript, which includes the enumeration and elaboration of various data types in the JavaScript, explains loops and conditional statements in JavaScript and also elucidates the concepts of objects and variables in JavaScript
- Participants will be equipped with the fundamentals of Ajax Development
- JavaScript for Absolute Beginners and JavaScript for Beginning Web Developers offered in this training enable even the non-programmers to acquire the basics of JavaScript
- The training empowers the participants to real-time chat system with Node.js
- Advanced JavaScript and Fundamentals of jQuery are also covered in this training program
- This training program makes the participant competent enough to build interactive and dynamic websites

## Program Features:

- 7 complete Javascript courses
- Covers Ajax, jQuery, and node.js
- Course completion certificate



## **Program Description:**

### **Fundamentals Of JavaScript**

- 1.1 Course Materials
- 1.2 What Is Javascript
- 1.3 Internal Vs. External
- 1.4 Comments
- 1.5 document.write()
- 1.6 Alert And Confirm
- 1.7 Prompting For Info
- 1.8 Variables
- 1.9 Conjugation
- 1.10 Arithmetic
- 1.11 Redirecting And New Windows
- 1.12 Empty Links
- 1.13 String Manipulation
- 1.14 Comparisons
- 1.15 If Else Statements
- 1.16 Else If Statements
- 1.17 Switch Statements
- 1.18 Functions
- 1.19 Events
- 1.20 getElementById()
- 1.21 Escaping
- 1.22 Arrays
- 1.23 For Loops
- 1.24 While Loops
- 1.25 Breaking Out Of Loops
- 1.26 Skipping A Loop Cycle



## JavaScript for Beginning Web Developers

### Module 1 - Introduction To JavaScript

- 1.1 Introduction To JavaScript
- 1.2 Script Tags
- 1.3 Boxes
- 1.4 Console
- 1.5 Variables
- 1.6 Undefined, type of, NaN
- 1.7 Concatenation

### Module 2 - Intermediate JavaScript

- 2.1 Arrays
- 2.2 Array Prototype
- 2.3 Looping Over Arrays
- 2.4 Introduction To Objects
- 2.5 Creating An Object
- 2.6 Dates And Times
- 2.7 Intervals
- 2.8 Countdown (Example Application)
- 2.9 Callbacks
- 2.10 Callback In Countdown

### Module 3 - Working With JavaScript Elements

- 3.1 Dom Elements
- 3.2 Query Selector
- 3.3 Event Handlers
- 3.4 Input Fields
- 3.5 Creating Elements
- 3.6 Styling Elements

### Module 4 - Bonus JavaScript Tips

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- 4.1 Linting
  - 4.2 Minification

## **JavaScript for Absolute Beginners**

### Module 1 - Introduction To JavaScript

- 1.1 Introduction To JavaScript
- 1.2 Script Tags
- 1.3 Boxes
- 1.4 Console
- 1.5 Variables
- 1.6 Undefined, type of, NaN
- 1.7 Concatenation

### Module 2 – Operators


- 2.1 Comparison Operators
- 2.2 Logical Operators
- 2.3 Mathematical Operators
- 2.4 Commenting

### Module 3 – Arrays

- 3.1 Arrays
- 3.2 Array Prototype
- 3.3 Looping Over Arrays

## **Fundamentals Of jQuery**

- 1.1 Course Materials
- 1.2 What Is jQuery

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- 1.3 Installing jQuery
  - 1.4 Syntax
  - 1.5 Selectors
  - 1.6 Events (Part 1)
  - 1.7 Events (Part 2)
  - 1.8 When A Key Is Pressed
  - 1.9 Effects
  - 1.10 Callbacks
  - 1.11 .html()
  - 1.12 Changing CSS
  - 1.13 Animations
  - 1.14 Attributes
  - 1.15 jQuery.Ajax
  - 1.16 Finishing jQuery

## **Fundamentals Of Ajax Development**

- 1.1 Course Materials
- 1.2 What Is Ajax
- 1.3 How To Execute Ajax
- 1.4 Requests
- 1.5 Response
- 1.6 readyStates And Status
- 1.7 Putting It Together

## **Create A Node.js Real-Time Chat Application**

- 1.1 Introduction
- 1.2 Design
- 1.3 Node And MongoDB
- 1.4 Inserting Data
- 1.5 Sending Messages
- 1.6 Outputting Statuses
- 1.7 Output Chat Messages

## Advanced JavaScript

- 1.1 Course Materials
- 1.2 Split And Substring
- 1.3 Try Catch And Throw
- 1.4 Date
- 1.5 Math
- 1.6 Regular Expressions
- 1.7 Navigator
- 1.8 setInterval And setTimeout
- 1.9 Objects

**For more information, please visit our website:**

**<https://www.simplilearn.com/mobile-and-software-development/javascript-development-training>**



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