JavaScript Presentation

# Writing Maintainable JavaScript (Part 1)

Learn how to write good JavaScript code that you and your coworkers will be happy to work in later. This is a topic for those who have done a little bit with JavaScript already. We’ll cover things such as null vs undefined, feature testing, design patterns, tricky gotchas of JavaScript and more.

JavaScript is becoming a more powerful and popular language every year. Not only is it the basis for the interesting interactions that happen on every web page but it will also be a major part of Windows 8 development. jQuery, MooTools and dojo have made JavaScript a popular platform and they solve part of the JavaScript problem but not all of it. Let’s learn how we can write better, easier to extend, easier to understand JavaScript code.

The first session will be going over the concepts with some code demos. This is a fast paced session that will be reinforced during the second session. The second session we will go through some bad JavaScript and figure out how to clean it up, make it maintainable and how to put it under unit test.

# Writing Maintainable JavaScript (Part 2): Updating an Existing Application

Learn how to write good JavaScript code that you and your coworkers will be happy to work in later. This is a topic for those who have done a little bit with JavaScript already.

We will be taking what we learned in the first session and applying it to refactoring and improving a small existing JavaScript application in order to make it more maintainable in the future. We will also be using unit testing to ensure our changes don’t break our existing work.

# Paul Mendoza Bio

Paul Mendoza is a software engineer in North County San Diego at an energy analysis company called Detectent. Paul mainly works on the Microsoft stack and since being at small companies does development at the user interface level down to the database level.