## 0. Introduction

### 1. Web designers need JavaScript

### 2. What you should know

### 3. Using the exercise files

### 4. Challenges

### 5. Compatibility notes

## 1. JavaScript in Use

### 1. What is JavaScript

### 2. Live examples

### 3. Where you don't use JavaScript

### 4. JavaScript's power can be dangerous

## 2. Writing and Debugging

### 1. Your friend the text editor

### 2. Browsers and tools

### 3. Tools in action

### 4. Getting help

### 5. Jargon

### 6. Jargon - The DOM

### 7. Vanilla JavaScript versus frameworks

## 3. Working with Forms

### 1. Working with user info

### 2. Text fields and select boxes

### 3. Radio buttons and checkboxes

### 4. Changing submission with events

### 5. Starting to validate input

### 6. Disabling and enabling fields

### 7. The basics of sanitizing user input

### 8. Get and set with innerHTML

### 9. Challenge - Add and use more fields

### 10. Solution - Add and use more fields

## 4. A Matter of Time

### 1. Use JavaScript to tell time

### 2. Get pieces of time

### 3. Use timers to update the page

### 4. Polish the clock

### 5. Challenge - Add the date

### 6. Solution - Add the date

### 7. Filling in gaps with Moment.js

## 5. Consuming a Third-Party API

### 1. What is an API

### 2. Create a map

### 3. Change the center point

### 4. Change the type and zoom level

### 5. Add a marker

### 6. Add a popup to the marker

### 7. Challenge - Modify the map

### 8. Solution - Modify the map

## 6. Better User Experience with an API

### 1. Partial geocoding with Bing Maps

### 2. Start building page interactivity

### 3. Mocking up an API request

### 4. Making a real API request with Bing Maps Locations API

## 7. Conclusion

### 1. Next step - More about JavaScript