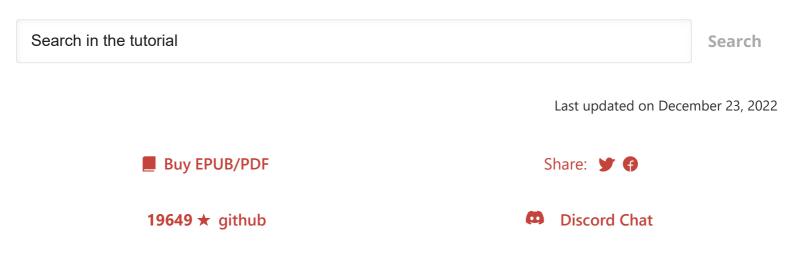# The Modern JavaScript Tutorial

How it's done now. From the basics to advanced topics with simple, but detailed explanations.

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Last updated on December 23, 2022

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Table of contents

Main course contains 2 parts which cover JavaScript as a programming language and working with a browser. There are also additional series of thematic articles.

PART 1
The JavaScript language

PART 2
Browser: Document, Events, Interfaces

PART 3
Additional articles

The JavaScript language

Here we learn JavaScript, starting from scratch and go on to advanced concepts like OOP.

We concentrate on the language itself here, with the minimum of environment-specific notes.

An introduction

1.1   An Introduction to JavaScript

1.2   Manuals and specifications

1.3   Code editors

1.4   Developer console

JavaScript Fundamentals

2.1   Hello, world!

2.2   Code structure

2.3   The modern mode, "use strict"

2.4   Variables

2.5   Data types

2.6   Interaction: alert, prompt, confirm

2.7   Type Conversions

2.8   Basic operators, maths

Code quality

Objects: the basics

Data types

Advanced working with functions

Object properties configuration

Prototypes, inheritance

Browser: Document, Events, Interfaces

Learning how to manage the browser page: add elements, manipulate their size and position, dynamically create interfaces and interact with the visitor.

Document

Additional articles

List of extra topics that assume you've covered the first two parts of tutorial. There is no clear hierarchy here, you can read articles in the order you want.

Network requests

Storing data in the browser

Animation

Web components

Regular expressions

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💬 Comments

- If you have suggestions what to improve - please submit a GitHub issue or a pull request instead of commenting.
- If you can't understand something in the article – please elaborate.

- To insert few words of code, use the `<code>` tag, for several lines – wrap them in `<pre>` tag, for more than 10 lines – use a sandbox (plnkr, jsbin, codepen…)