VANILLA JAVASCRIPT BEGINNER COURSE BY CPC

COURSE OUTLINE

| Day | Topic | Sub Topic | Test | Project |
|-----|-------------------------------|---|---|--|
| O1 | Introduction | Variables Operators Condition Boolean Switch-Case | | |
| 02 | Little bit of Intermediate | Loop Array Function | | |
| 03 | Functional Programming | 1. Deep Dive into Function | | |
| 04 | Functional Programming | 1. Object & Properties | | |
| 05 | Presentation | 1. Presentation - 1 | Challenges - 1 : Taking 5 Minutes Class on Previous Lessons | |
| 06 | Soft Skill | Speaking - 1 Listening - 1 Writing - 1 | Speaking out "My Goal and the achievement" Listening to the speaker Making a resume | Comparing with each other in a free mind |
| 07 | Coding Challenge | Coding Challenge - 1 Coding Challenge - 2 Coding Challenge - 3 | Finding solution of particular problem | |
| 08 | Some more intermediate | How our Code is Executed | | |

| | | 2. Execution Context and | | |
|----|---------------|-----------------------------|------------------------|---------------|
| | | Execution Stack | | |
| | | 3. Execution Contexts in | | |
| | | Detail Creation and | | |
| | | Execution Phases and | | |
| | | Hoisting | | |
| | | 4. Hoisting in Practice | | |
| | | 5. Scoping and the scope | | |
| | | chain | | |
| | | 6. The 'this' keyword | | |
| | | 1. The DOM and DOM | | |
| | | Manipulation | | |
| | | 2. 5 More minutes HTML- | | |
| 09 | DOM | CSS Crash Course | Project - 1 | Roll The Dice |
| | | 3. First DOM Access and | | |
| | | Manipulation | | |
| | | 4. Project Setup & Starting | | |
| 10 | Project | 1. Completing the Project | Project - 1 | Roll The Dice |
| | Coding | 1. Coding Challenge - 4 | Finding solution of | |
| 11 | Challenge | 2. Coding Challenge - 5 | Particular Problem | |
| | Gridnerige | 3. Coding Challenge - 6 | - areroarar resolution | |
| | | 1. Everything is an object | | |
| | Object | 2. Creating object function | | |
| 12 | | constructor | | |
| | | 3. Prototype chain | | |
| | | 4. Primitives vs Object | | |
| | | 5. Passing function as an | | |
| | | argument | | |
| | | 6. Returning function | | |
| 13 | More Function | 1. Immediately invoked | | |
| | | function | | |

| | | 2. Closures | | |
|----|---------------------|--|---|-----------------|
| | | 3. Bind, Call, Apply | | |
| 14 | Project | | Project - 2 | Expense Manager |
| 15 | Project | | Project - 2 | Expense Manager |
| 16 | Project | | Project - 2 | Expense Manager |
| 17 | Project | | Project - 2 | Expense Manager |
| 18 | ES6 | Let vs Const Block & IIFEs String Arrow Function Destructuring Array The Spread Operator | | |
| 19 | ES6 | Rest Parameters Default Parameters Maps Classes Classes with sub-classes | | |
| 20 | Advance JS | Asynchronous JS Promises | | |
| 21 | API | 1. AJAX & API 2. Making AJAX calls with Fetch and Promises, AsyncAwait | | |
| 22 | Coding Challenge | 1. Coding Challenge - 7 2. Coding Challenge - 8 | Finding solution of Particular Problem | |
| 23 | Project | | Project - 3 | My Menu |
| 24 | Project | | Project - 3 | My Menu |
| 25 | Project | | Project - 3 | My Menu |
| 26 | Project | | Project - 3 | My Menu |

| 27 | Project | | Project - 3 | My Menu |
|----|------------|---|--|--|
| 28 | Final Test | | | |
| 29 | NodeJS | | | |
| 30 | Soft Skill | 1. Speaking - 1 2. Listening - 1 3. Writing - 1 | Speaking out "My Goal and the achievement" Listening to the speaker Making a resume | Comparing with each other in a free mind |