Exercise #1

Introduction to JavaScript

Aitrich Academy.

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# Introduction

This document is a specification for the exercise problems for the topic, Introduction to JavaScript. It tests the student's level of knowledge and understanding of the topic.

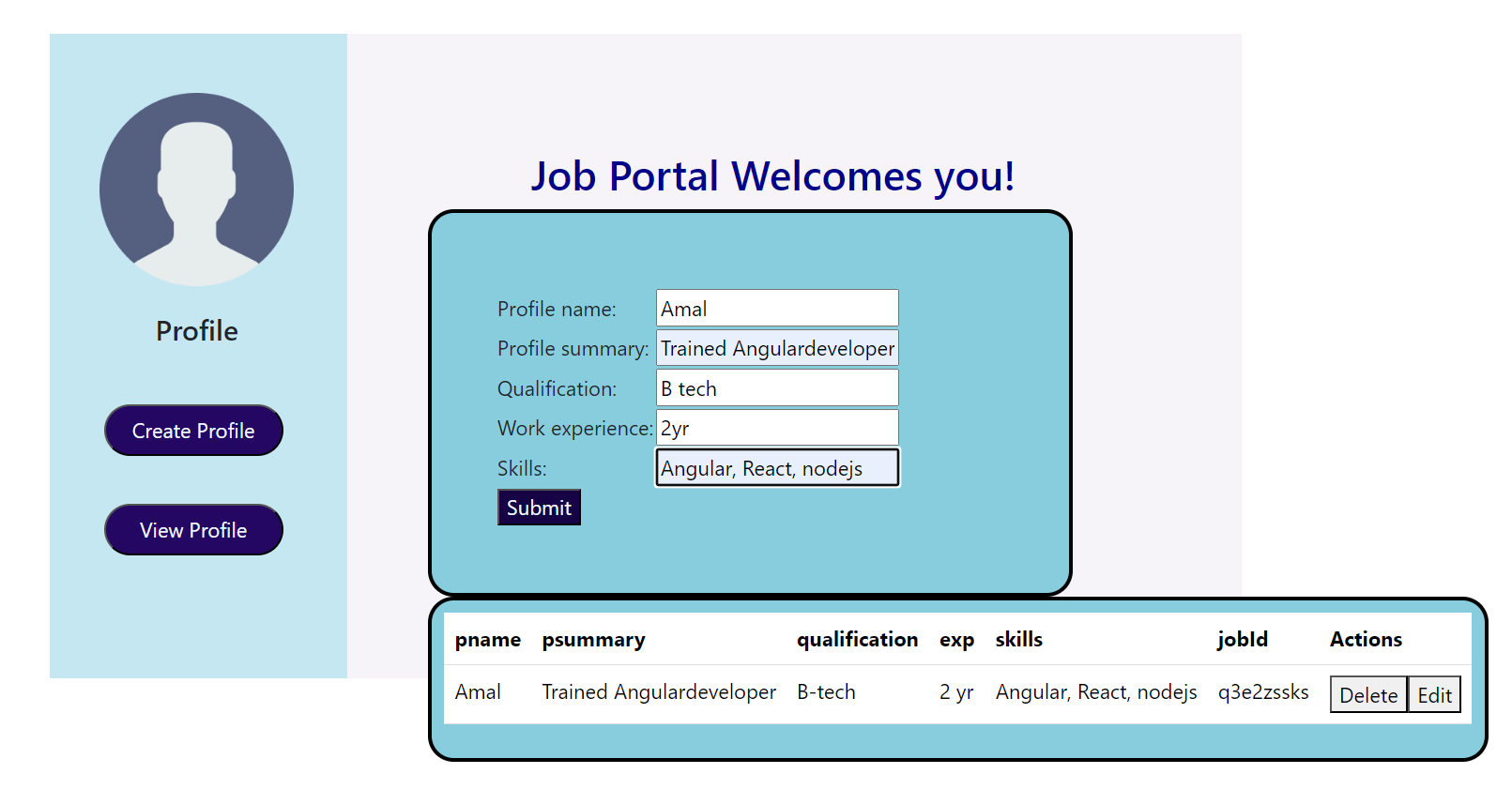
This document consists of a set of problems that the student needs to solve and submit to the trainer, in the format specified in the Deliverable section of this document.

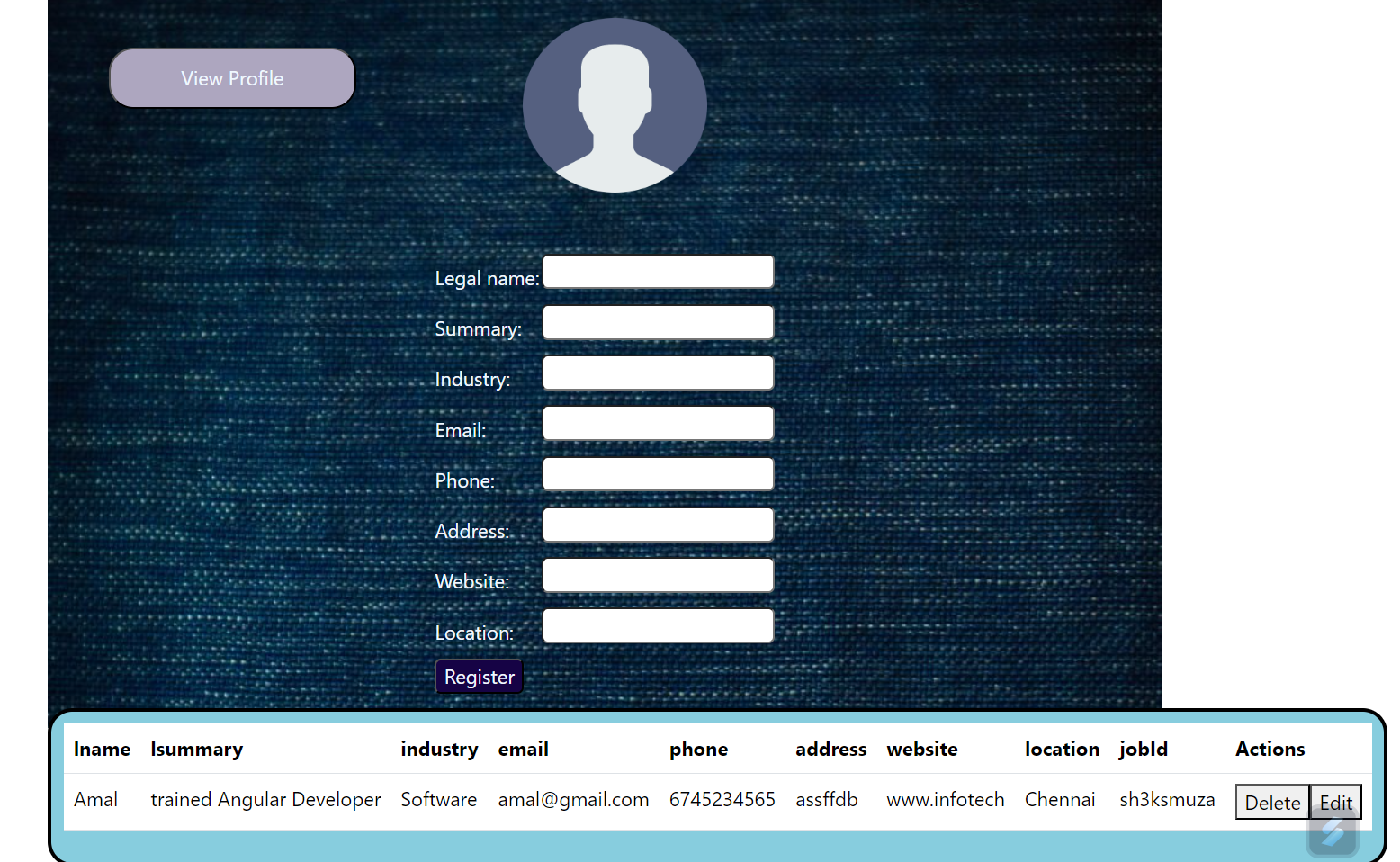
This exercise is to be performed only after the theory and workshop sessions of the topic, hence the student would have enough knowledge and confidence on the topic. Ideally, the student should be able to solve the problems himself/herself; however, he/she can seek the assistance of the trainer or lab assistant in case he/she is stuck with a specific problem.

# Objectives

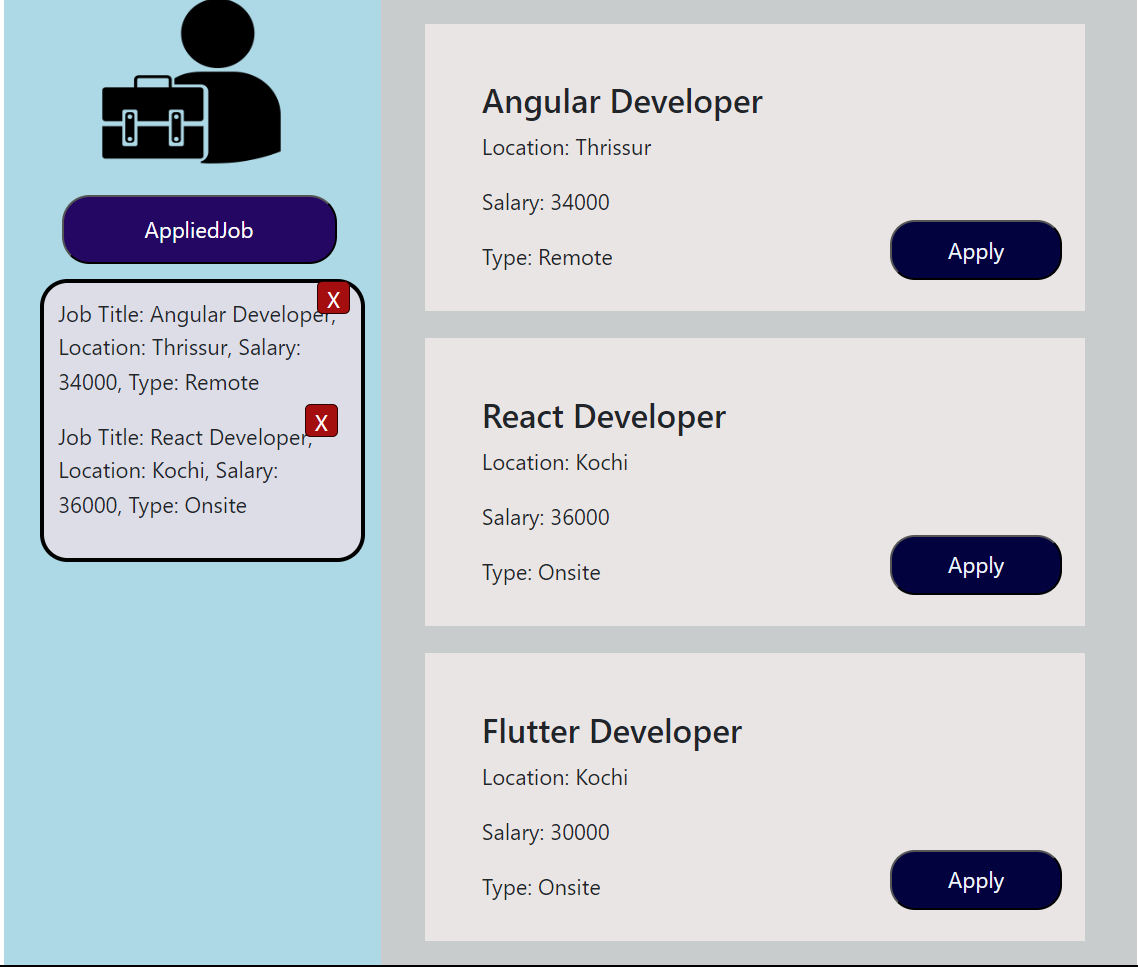
The objectives of this exercise are to test the student's understanding and knowledge on the topic, and to allow him to re-iterate his understanding by applying that knowledge in a software problem, so that he can use it in the further Programming endeavors.

**Problem 1:** Create jobseeker profile



**Problem 2:** Create job providers account

**Problem 3:** Job seeker apply jobs



**Features to be developed**

**The JavaScript which Contain**

* Functions and Scope
* Variables, datatypes, and Operators
* Arrays and Objects
* Control Flows and Loops

# Deliverable

1. The entire program should be developed in a webbased appplication delivered as a git hub link.

# Demo

The student should demonstrate the program to the instructor on a PC, by explaining the features one by one.

# Conclusion

The completion of this exercise should re-iterate the student's confidence on Basic JavaScript .Please make sure you have gained enough confidence to move on.