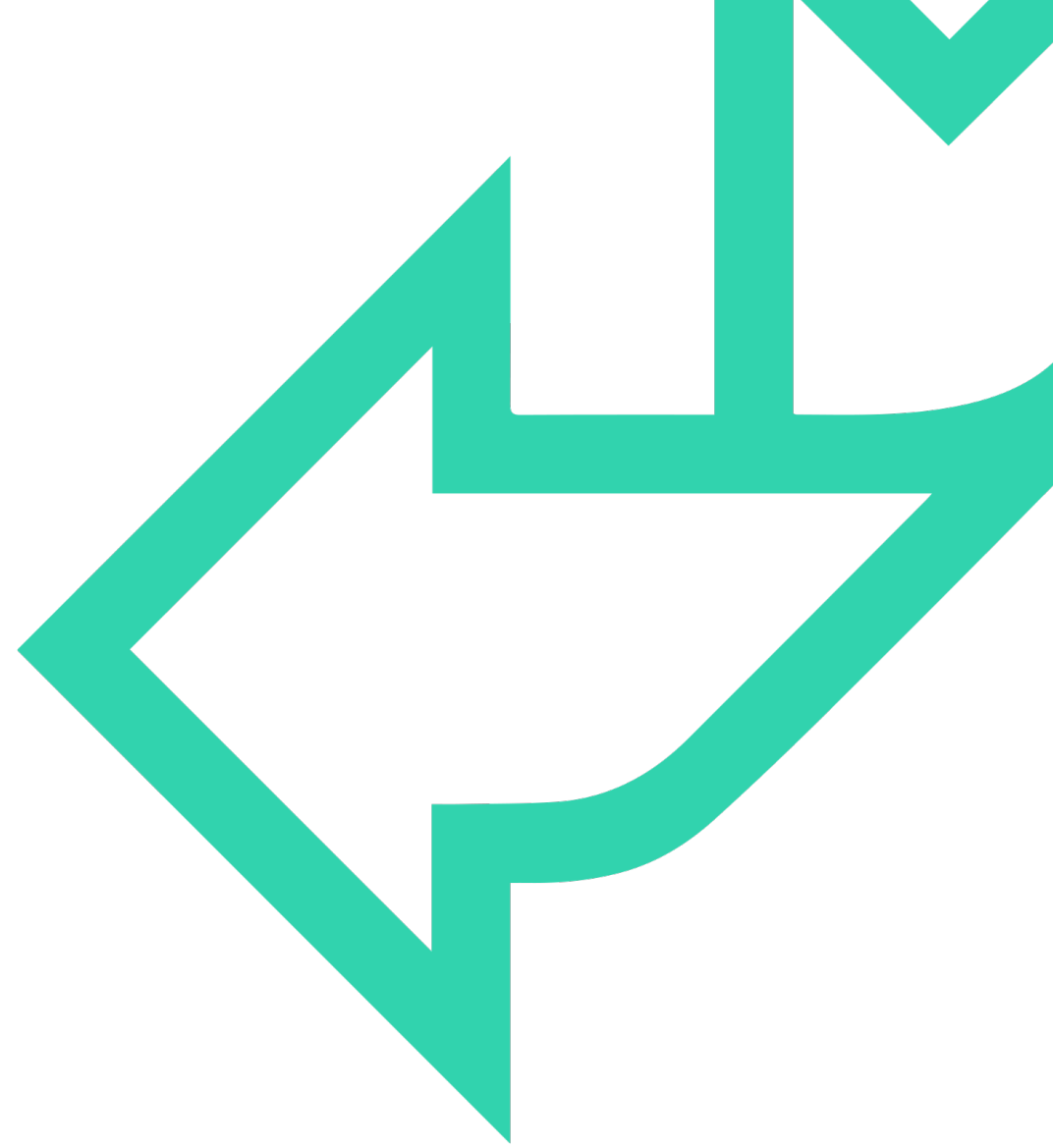




Web Development Fundamentals

JavaScript





INTRODUCTION



COURSE OVERVIEW

Objectives

- To explain the aims and objectives of the course

Contents

- Course administration
- Course objectives and assumptions
- Introductions
- Any questions?

Exercise

- Locate the exercises
- Locate the help files





HOUSEKEEPING



Timings

Start – 9:30

Morning break – 11:00

Lunch – 12:30 – 13:30

Afternoon break – 15:00

End of day – 16:30



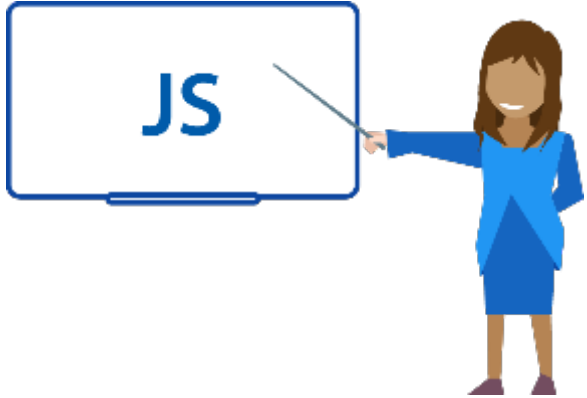
Housekeeping



- Front door security
- Name card
- Chairs
- Fire exits
- Toilets
- Coffee Room
- Timing
- Breaks
- Lunch
- Downloads and viruses
- Admin. support
- Messages
- Taxis
- Trains/Coaches
- Hotels
- First Aid
- Telephones/Mobiles



Course delivery



Lecture material



**Hear and Forget
See and Remember
Do and Understand**



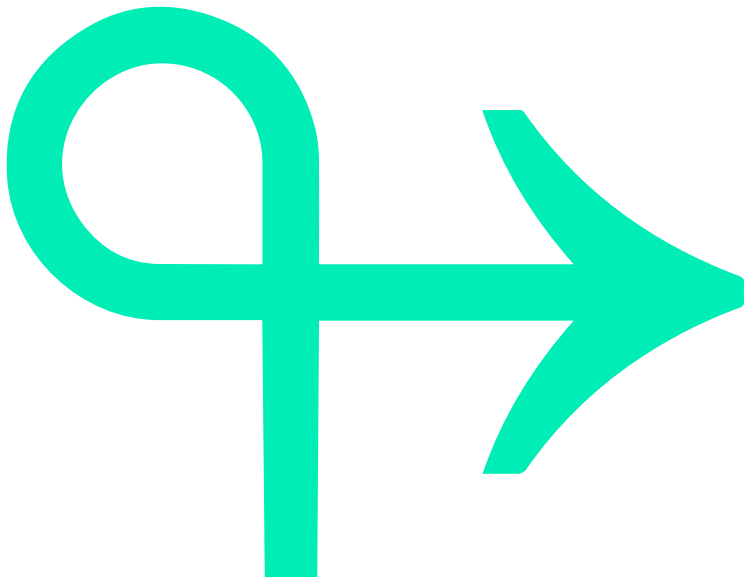
Mimeo digital downloads

Virtual Machines





A training experience



A course should be:

- A two-way process
- A group process
- An individual experience



Course aims and objectives

By the end of the course, you will be able to:

- set up a development environment for programming in modern JavaScript.
- manage and use JavaScript types and data structures effectively.
- control the flow of programs using loops and conditional code.
- use JavaScript alongside HTML, manipulating and changing the DOM.
- react to events to make web pages respond to user interaction, including form handling.
- produce and use basic Object Oriented JavaScript.
- work with asynchronous data using JavaScript.

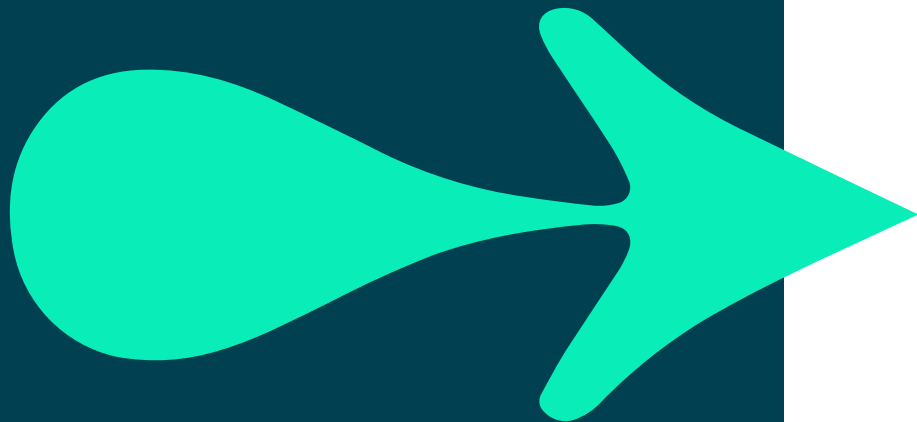


ASSUMPTIONS

This course assumes the following prerequisites:

- Delegates **MUST** have HTML and CSS skills equivalent to those provided by the Web Development Fundamentals – HTML and CSS course.
- Familiarity with programming would be beneficial, we recommend Programming Foundations to new developers.

If there are any issues, please tell your instructor now.





INTRODUCTIONS

QA It's all about you

Name

Where do you work?

**What is your current
experience of:
computing?
programming?
web development?**

**Your aims for the
course?**



ANY QUESTIONS?



Golden Rule

- "There is no such thing as a stupid question"

First amendment to the Golden Rule

- "... even when asked by an instructor"

Corollary to the Golden Rule

- "A question never resides in a single mind"