

# JavaScript Syllabus

**Overview:** JavaScript is a loosely-typed client side scripting language that executes in the user's web browser. A web page without JavaScript is unimaginable today. There are many open source application development frameworks based on JavaScript.

## Course Objectives:

- Understand the JavaScript language & the Document Object Model.
- Alter, show, hide and move objects on a web page.
- Check information inputted into a form.
- Javascript allows programming to be performed without server interaction.
- Javascript can respond to events, such as button clicks.
- Javascript can validate data before sending out a request.
- Javascript can adjust an HTML document for special effects.
- Javascript can create cookies! Cookies can be used to store and retrieve information from the user's computer.

**Pre-requisite / Target Audience:** An intermediate knowledge on HTML.

## Module 1: Introduction

In this module we will learn about what is the JavaScript and benefits of the language. We can also learn how write the first JavaScript program.

- ❖ JavaScript Introduction

## Module 2: Language Syntax

In this module we will learn about JavaScript language syntax and how to use the program level. And we can also learn understanding the arrays.

- ❖ Variable declaration
- ❖ Operators
- ❖ Control Statements
- ❖ Error Handling
- ❖ Understanding arrays
- ❖ Function Declaration

## Module 3: Built In Functions

In this module we will learn about what are the built in functions in JavaScript and how use the JavaScript functions.

- ❖ Built In Functions
- ❖ Standard Date and Time Functions

#### **Module 4: HTML Forms**

In this module we will learn about how to use the forms. What are the properties in JavaScript. HTML form validation can be done by JavaScript.

- ❖ HTML Document object Model
- ❖ Working with HTML form and its elements

#### **Module 5: HTML DOM**

In this module we will learn about JavaScript can access and change all the elements of an HTML document.

- ❖ HTML Document object Model
- ❖ Working with HTML form and its elements
- ❖ Other Document Object Model

#### **Module 6: Cookies**

In this module we will learn about how to use the cookies. What are the advantages of the cookies and how to create cookies?

- ❖ Working with cookies

#### **Module 7: Working with Objects and Classes**

In this module we will learn about what is the use of objects and how to call the data. We can also learn about inheriting data.

- ❖ Working with Objects
- ❖ Call method in JavaScript
- ❖ Inheritance in JavaScript using prototype

**At the end of the course participants will be able to:**

1. HTML to define the content of web pages
2. CSS to specify the layout of web pages
3. JavaScript to program the behavior of web pages