# JS - Metaverse and Web3.0 Onsite Classes

Total lectures:- 7

* Onsite - 5
* Online - 2

**Topics Covered:-**

1. [Panaverse Official Site](http://www.pavaverse.co/)
2. [Panaverse DAO](https://docs.google.com/presentation/d/12C1s4UBTlR9nZNEkRE6aAuGeRA3s92jx-8nJKo9jdH4/edit#slide=id.p)
3. [Introduction to Javascript](https://docs.google.com/presentation/d/18b2jZ1PIjhgnsrvl7LuuaZcKhzhyx26d9mV9KrtT5TE/edit#slide=id.gcb9a0b074_1_0)
4. [Web 3.0 User Manual](https://docs.google.com/presentation/d/1FSbr9aJwO0-fmZHqWy_eHO2N_jwJLmQCy4cG8rd4ctw/edit?usp=sharing)
   1. till slide no. 119
5. [What the heck is the event loop](https://youtu.be/8aGhZQkoFbQ)

**Projects/Assignments:-**

1. [Typescript node Projects](https://github.com/panaverse/typescript-node-projects)
   1. Getting Started Exercises with JavaScript and Node.js
2. [Web 3.0 User Manual](https://docs.google.com/presentation/d/1FSbr9aJwO0-fmZHqWy_eHO2N_jwJLmQCy4cG8rd4ctw/edit?usp=sharing)
   1. What is Metaverse (presentation from chapter 01-04 of metaverse book)
   2. Create a Token and Become a Liquidity Provider on Uniswap (Web 3.0 User Manual slide # 75)
   3. Supply and Borrow Assets with Aave Protocol (Web 3.0 User Manual slide # 89)
   4. Create DAO and Add Members (Web 3.0 User Manual slide # 103)
   5. Fundraising Presentation for New Web3 Projects (Web 3.0 User Manual slide # 110)
   6. Register Your Domain at ENS Service (Web 3.0 User Manual slide # 119)

**Practice Projects/Assignments:-**

1. Write a program to use `promp-sync` library
2. Create a class object
3. Write a code for Number to word converter

# TS - Metaverse and Web3.0 Onsite Classes

Total lectures:- 12

* Onsite - 7
* Online - 5

**Topics Covered:-**

1. [Learn Typescript](https://github.com/panaverse/learn-typescript)
   1. Step 00 - 18

**Projects:-**

1. [Typescript node Projects](https://github.com/panaverse/typescript-node-projects)
   1. CLI Calculator
   2. Number guessing Game
   3. ATM
   4. Todo List
   5. Currency Converter
   6. Word Counter
   7. Student Management System
   8. Adventure Game
   9. Quiz
   10. Countdown Timer
   11. OOP
   12. OOP Mybank

# JS - Programming for Absolute Beginners By Daniyal Nagori

Total lectures:- 8

* Online - 8

**Topics Covered:-**

1. [JavaScript For Absolute Beginners](https://docs.google.com/presentation/d/1kYB6BA-0BhrcsZMuQbiBk1t3KrdIU1Qd_tYMQ2RprqE/edit#slide=id.p)
2. [Concerancy Notes](https://drive.google.com/file/d/1ymdHpwzWIICZHO0pheRsxp2cXONwJmyU/view)
3. [The Event Loop and Callback Hell](https://wesbos.com/javascript/12-advanced-flow-control/66-the-event-loop-and-callback-hell)
4. [JavaScript promises, mastering the asynchronous](https://www.codingame.com/playgrounds/347/javascript-promises-mastering-the-asynchronous/what-is-asynchronous-in-javascript)
5. [15+ Array Methods in Javascript](https://dev.to/codewithtee/15-array-methods-in-javascript-1p1m)

**Practice Projects/Assignments:-**

1. Create a web page using HTML and CSS and add some functionality using JavaScript
2. Check for Palindrome

# TS - Programming for Absolute Beginners By Daniyal Nagori

Total lectures:- 6

* Online - 6

**Topics Covered:-**

1. [Learning TypeScript](https://drive.google.com/file/d/1_QjUYMUTV84FI1p5Pql8qlKzyh-meHFb/view)
   1. Chapter 01 to 02
2. [Learn Typescript](https://github.com/panaverse/learn-typescript)
   1. Step 04 - 18
3. [OOP](https://drive.google.com/file/d/1TK7E9vgKL9tOhg3oNrDD-SsPWQLo4v1F/view)

# JS - Project-Based Programming By Hira Khan and Adil Altaf

Total lectures:- 06

* Online - 06

**Topics Covered:-**

1. [Node.js Intro](https://docs.google.com/presentation/d/1eOLJTN0FyVAw6lMUvA_XYLORKnudWXyzXsB6sg5oPIs/edit#slide=id.p)
2. [JavaScript from Beginner to Professional](https://drive.google.com/file/d/1_OnUkrBBpbSL51Oyj2LPlFLeB67PD5mB/view)
   1. Chapter 01 to 06 and 13

**Practice Projects/Assignments:-**

1. [Projects from JS Book](https://drive.google.com/file/d/1_OnUkrBBpbSL51Oyj2LPlFLeB67PD5mB/view)
   1. Miles-to-kilometers converter (JS book page # 43)
   2. BMI Calculator (JS book page # 44)
   3. Manipulating an array (JS book page # 68)
   4. Company product catalog (JS book page # 68)
   5. Evaluating a number game (JS book page # 82)
   6. Friend checker game (JS book page # 83)
   7. Rock Paper Scissors game (JS book page # 83)
   8. Grid using for loop (JS book page # 100)
   9. Looping over objects (JS book page # 104)
   10. Math multiplication table (JS book page # 114)
   11. Find factorial (JS book page # 140)
   12. Set timeout order (JS book page # 145)
   13. Using CallBack Functions (JS book page # 349)
   14. Counter using Promise (JS book page # 352)
   15. Counter using Async Await (JS book page # 352)
   16. Password checker (JS book page # 352)
2. [Projects from Adil Altaf Repository](https://github.com/adil-innovation-lab/javascript_practical_projects/blob/main/Concurrency/assignment.txt)
   1. BreakFast example using functions
   2. BreakFast example using callbacks
   3. BreakFast example using promise
   4. BreakFast example using Async Await

# TS - Project-Based Programming By Hira Khan and Adil Altaf

Total lectures:- 7

* Online - 7

**Topics Covered:-**

1. [Moving from JavaScript to TypeScript](https://docs.google.com/presentation/d/1d8PegahLtjalben8P8zYTX8xaJQD_UWPyCSG-m9IlGo/edit#slide=id.gc6f919934_0_0)
2. [Type System](https://docs.google.com/presentation/d/1zrHHjW4omyA018r68RzETFgQFXOr9JXk57868pGBTBo/edit?usp=sharing)
3. [Learning TypeScript](https://drive.google.com/file/d/1_QjUYMUTV84FI1p5Pql8qlKzyh-meHFb/view)
   1. Chapter 03 to 06, 08

**Practice Projects/Assignments:-**

1. [Learning TypeScript Projects](https://www.learningtypescript.com/projects)
   1. From JavaScript to TypeScript
      1. The Typeinator
         1. Prototypes to Classes
         2. Callbacks to Async Await
   2. The Type System
      1. System of a Clown
         1. Clowning Around
         2. Clown Availability
   3. Unions and Literals
      1. Primitive Cooking
         1. Ingredients
         2. Recipes
         3. Seating
      2. The Narrow Trail
   4. Objects
      1. Various Lawyerings
         1. Aviary Classification
         2. Case Management
         3. Making Arguments
      2. The Typer
   5. Functions
      1. Secret Secrets
         1. Incoming Cipher
         2. Dr. On
         3. The Golden Code
      2. Structural Kitchen
   6. Arrays
      1. Analyzing DNA
         1. Shallow Equality
         2. Shallow Differences
         3. Deep Equality
         4. Deep Differences
      2. Text Processor
      3. Classes
   7. Interfaces
      1. Vacation Planning
         1. Cities
         2. Restaurants
         3. Landmarks
      2. Playlist Soundness
   8. Classes
      1. Classifying Creatures
         1. Polly Parrot's Properties
         2. Dog Displays
         3. Hamster Helpers
      2. The Shape of Types
      3. Horror Factory
2. Car Classes