

What is the course outline for Profit with JavaScript?

For more information click [here](#).

Module 1: Your JavaScript Developer Roadmap to Freedom

Difficulty Level: Easy

Number of Hours: 2 Hours

This is where we map out your yearly income goals and the road map to get there. These determine everything else from here on out. We also figure out whether full-time, part-time, or freelance is the role for you based on your personality type.

- ✓ What is your current income & source of income?
- ✓ How much do you currently work?
- ✓ What kind of lifestyle do you want?
- ✓ What kind of income do you want to make?
- ✓ How many hours do you want to work?
- ✓ What is your work ethic like?
- ✓ Where do you see yourself in 5 years? 10 years? 20 years?
- ✓ Should you freelance, do full time, or both?
- ✓ How do I get the maximum ROI from JavaScript and this course?

Module 2: JavaScript Crash Course

Difficulty Level: Easy

Number of Hours: 2 Hours

In this module we'll master the fundamentals & lay a solid foundation so when we build real-world projects in the future modules, you are ready & have a deep understanding of all the pieces. If you've never coded in JavaScript before, this is going to be fun.

We Cover Things Like:

- ✓ Where do you write your JavaScript code
- ✓ Primitive data types (Integers, Booleans, etc.)
- ✓ Variables
- ✓ If/else Statements
- ✓ Logical Operators
- ✓ For Loops & While Loops
- ✓ Functions & Methods
- ✓ What is Scope
- ✓ Arrays (Lists)

Module 3: Deep Problem Solving with JavaScript

Difficulty Level: Medium

Number of Hours: 2 Hours

If you don't learn problem solving, you will suck as a developer. This is a take no prisoners module where we go deep into the world of problem solving. This is going to be hard. You might cry. But, if you make it

through, the world will never be the same.

We teach you how to solve problems from scratch. I'll show you behind the scenes of how I problem solve. From breaking the problem down into component parts, writing stuff on a whiteboard, to solving problems & coding up a beautiful solution.

Module 4: DOM-inatE with JavaScript

Difficulty Level: Medium

Number of Hours: 2 Hours

We master Document Object Models in JavaScript. This is what allows you to write JavaScript code and make your app functional. Without this, you can't make a dynamic website or a web app. Yeah, let's code some shit up and dominate.

We Go Over:

- How to manipulate the DOM with JavaScript
- Document Object Model (DOM) & Accessing Their Elements
- Browser Object Model (BOM)
- What are Nodes and Elements? + Common Misconceptions
- Event Listeners (Handling Interactability)
- Changing CSS with Pure JavaScript
- Add, remove, and toggle classes

Module 5: Ultimate Environment for JavaScript Developers

Difficulty Level: Medium

Number of Hours: 2 Hours

I'll show you how to leverage the best tools for web developers to 10x your productivity and results. These are the tools and workflows I use to get projects done quickly and effectively, without having to slow down and halt my creativity or critical thinking.

I've tried over a hundred different tools when it comes to coding and productivity, and these are the ones I've decided are the winners.

- ✓ Google Inspect Tool (like a boss)
- ✓ ZSH | Terminal
- ✓ Alfred
- ✓ Spectacle (Best window management)
- ✓ Visual Studio Code (How to set it up like a modern web developer)
- ✓ VIM (Yes, it's difficult, but a total game-changer)
- ✓ Droplr
- ✓ Stack Overflow
- ✓ Git

Module 6: Advanced Modern JavaScript

Difficulty Level: Hard

Number of Hours: 2 Hours

Here we learn the more complicated and cutting edge parts of JavaScript and Web Development. We'll improve the quality of your code with industry standard techniques and immensely increase your worth as

a JavaScript Developer.

- AJAX
- Promises
- Asynchronous applications & Awaiting
- Reading, Writing, and Handling JSON data
- Integrating APIs to your apps
- Design Patterns (follow these when solving problems)
- ES6+ Industry Standards
- How to Build Scalable Web Applications with Es6+
- Callbacks & Functional Programming
- Recursion
- Closures
- Pass by value & Pass by reference
- IFFE (Immediately Invoked Function Expressions)

Module 7: Object Oriented Programming with JavaScript

Difficulty Level: Medium

Number of Hours: 2 Hours

We learn how to code Object Oriented applications with JavaScript. This really simplifies representing any ideas we have in code for us. It's a 100% necessary technical skill if you want to be considered a real developer and land clients or full-time jobs.

- ✓ Classes (ES6+)
- ✓ Objects and Creating Models
- ✓ Methods
- ✓ Class Variables / Global Variables
- ✓ Overriding
- ✓ Constructors
- ✓ Prototype & Deep Dive Prototype
- ✓ Class Inheritance
- ✓ Prototypal Inheritance (Learning composition)

Module 8: Let's Build Mini-Projects with JavaScript

Difficulty Level: Easy

Number of Hours: 3 Hours

We take our first delve into using everything we just learned and build three, complete, beginner friendly mini-projects:

Mini-Project 1:

Your Age In Days Calculator

What you'll learn...

We'll build a simple GUI app that will calculate your age in days.

Mini-Project 2:

Random Cat Generator

What you'll learn...

We'll build an app that randomly generates cats in a uniform grid using CSS FlexBox and JavaScript

Mini-Project 3:

Rock Paper Scissors

What you'll learn...

We'll build a beautiful Rock Paper Scissors app from scratch using Vanilla JavaScript

Module 9: Project: Build a Blackjack App with JavaScript

Difficulty Level: Hard

Number of Hours: 4 Hours

Alright. Badass project. We have graduated from the beginner projects and now we are jumping straight to something difficult. We're going to code up a game of Black Jack using JavaScript, CSS, and HTML.

Using JavaScript, we build a complete, fully featured Black Jack app from scratch, complete with card visuals, poker table, interactive buttons, official game rules, sound effects, and an artificially intelligent dealer bot to play against us. We go pretty deep into some of the things we just learned, so buckle up for this one.

Module 10: Project: Build a Twitter Clone App with JavaScript

Difficulty Level: Medium

Number of Hours: 3 Hours

We build a Twitter clone app with JavaScript. Most importantly we will learn how to make scalable web applications, using the advanced techniques we learned in previous modules.

- ✓ JavaScript
- ✓ AJAX
- ✓ Promises
- ✓ Bootstrap
- ✓ CSS
- ✓ jQuery
- ✓ FlexBox
- ✓ HTML
- ✓ APIs
- ✓ JSON
- ✓ Classes & Objects

Module 11: Project: Build a Real-World Google Maps Project That's Worth \$5,700 on Upwork

Difficulty Level: Hard

Number of Hours: 3 Hours

We will be using the Google Maps API to add map functionality to our apps and websites:

These kinds of apps are used all throughout the web (very common request from clients).

We'll learn how to leave markers around the globe, locate stores in any specified area, render and embed the Google Map interface in any app or on any website, and more.

These apps have the potential to pay a lot:

This one went for \$5700. Found an Upwork to build a store locator.

Plus they look good on any portfolio.

- How to read External APIs into our own applications

- AJAX
- Google Maps / JavaScript API
- jQuery
- Promises
- FlexBox

Module 12: Project: Build a Google Chrome Extension & Deploy to Chrome Web Store with JavaScript

Difficulty Level: Hard

Number of Hours: 3 Hours

We build a Chrome Extension that serves as a Todo list app. This is a real job paying \$327 on Upwork.com, a real freelancing platform. Pay good attention to the Google Chrome Browser Extension part, that's the important part.

- ✓ Core fundamentals of Chrome extension development
- ✓ How to make Chrome browser extensions
- ✓ How to publish your Chrome extension to the Chrome Web Store
- ✓ How to get through finishing a freelance project
- ✓ Object Oriented Programming
- ✓ How to test Chrome Extensions
- ✓ Learn to integrate JS app into a Chrome extension
- ✓ Firebase Database API to store user data
- ✓ How to Problem Solve

Module 13: Data Science Visualization with JavaScript

Difficulty Level: Hard

Number of Hours: 2 Hours

We'll learn the leading library for visualizing data on a webpage. Very useful for business, data science, analytics, and anything development or freelancing related. Plus they just make your apps look clean 🔥. We're gonna be learning the badass D3.js library here. Where we can do cool things like this: refer to attachment

- D3.js JavaScript Library
- Data manipulation
- Analyze & visualize large data sets to solve real world problems
- Classes and Objects
- Advanced JavaScript Techniques
- How to use public data set APIs
- Problem Solving

Module 14: Project: A Modern Portfolio for a Modern JavaScript Developer

Difficulty Level: Medium

Number of Hours: 2 Hours

Here we actually build and host our own online portfolio website. We're going to house all of the projects we just built here (surprise), so that we are ready to apply to jobs and land freelancing clients. None of your work matters if you can't showcase it to people and market yourself.

Things We'll Be Doing:

- ✓ Learn how to design a professional portfolio website
- ✓ Learn to stand out professionally
- ✓ Create a winning website from scratch using JavaScript
- ✓ Allow clients to see who you are
- ✓ Market your skills to potential job opportunities
- ✓ Showcase your skills and projects
- ✓ Learn how to deploy your website to make it live

Module 15: How to Make an Income & Profit with JavaScript as a Modern Web Developer

Difficulty Level: Hard

Number of Hours: 3 Hours

This is the last piece of the puzzle. This is where we show you actual ways you can make an income from coding. You have all the technical skills. You have the portfolio. You have the confidence. You have the belief. You have the bills to pay (lol). Now let's show you the soft skills you need to finally land a job or clients, keep your boss or clients happy, and get paid what you're worth.

Here's What We'll Be Going Over:

- 📄 How to create a resume that gets you the interview
- 📄 How to prepare for your interview
- 📄 How to land Junior Dev positions
- 📄 How you can Get an Interview at Google, Twitter, Khan Academy, & other big companies
- 📄 Where to find clients
- 📄 How to qualify clients
- 📄 How to create a professional proposal that stands out
- 📄 How to properly price your clients' projects
- 📄 The most profitable way to price your project
- 📄 Manage your clients, keep them happy, and get paid on time
- 📄 How to retrieve the scope of the project from your client
- 📄 How to freelance as a web developer. From no money to potentially making 6-figures, all on your own time.

Module 16: Netflix Clone with ReactJS (Coming Soon...)

Module 17: AirBnB Clone with ReactJS (Coming Soon...)

Module 18: Zoom Clone with ReactJS (Coming Soon...)

Module 19: Facebook Clone with ReactJS (Coming Soon...)

Module 20: Slack Clone with ReactJS (Coming Soon...)

Module 21: Spotify Clone with ReactJS (Coming Soon...)

Module 22: WhatsApp Clone with ReactJS (Coming Soon...)

Module 23: Amazon Clone with ReactJS (Coming Soon...)

Module 24: TikTok Clone with ReactJS (Coming Soon...)

Module 25: Instagram Clone with ReactJS (Coming Soon...)