

# LIBRETA ENTORNO CLIENTE

## UNIDAD 3

### DAW 2

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# TAREA 3.1

Ir a la certificación Algoritmos de JavaScript y Estructuras de Datos y hacer el curso “Programación orientada a objetos”.

The screenshot shows a dark-themed course page from FreeCodeCamp. At the top, the title 'Object Oriented Programming' is displayed. Below it, a brief description states: 'OOP or Object Oriented Programming, is one of the major approaches to the software development process. In OOP, objects and classes organize code to describe things and what they can do.' A summary of the course content follows, listing 26 items. The first few items include: 'Create a Basic JavaScript Object', 'Use Dot Notation to Access the Properties of an Object', 'Create a Method on an Object', and 'Make Code More Reusable with the this Keyword'. The list continues through various topics related to object-oriented programming, such as constructor functions, prototypes, inheritance, and modules. At the bottom of the list, there is a note about using closures to protect properties from external modification. The page also includes a 'Collapse course' button and a progress indicator showing 26/26 completed.

- Object Oriented Programming
- OOP or Object Oriented Programming, is one of the major approaches to the software development process. In OOP, objects and classes organize code to describe things and what they can do.
- In this course, you'll learn the basic principles of OOP in JavaScript, including the `this` keyword, prototype chains, constructors, and inheritance.
- ▼ Collapse course
- 26/26
- Create a Basic JavaScript Object
- Use Dot Notation to Access the Properties of an Object
- Create a Method on an Object
- Make Code More Reusable with the `this` Keyword
- Define a Constructor Function
- Use a Constructor to Create Objects
- Extend Constructors to Receive Arguments
- Verify an Object's Constructor with `instanceof`
- Understand Own Properties
- Use Prototype Properties to Reduce Duplicate Code
- Iterate Over All Properties
- Understand the Constructor Property
- Change the Prototype to a New Object
- Remember to Set the Constructor Property when Changing the Prototype
- Understand Where an Object's Prototype Comes From
- Understand the Prototype Chain
- Use Inheritance So You Don't Repeat Yourself
- Inherit Behaviors from a Supertype
- Set the Child's Prototype to an Instance of the Parent
- Reset an Inherited Constructor Property
- Add Methods After Inheritance
- Override Inherited Methods
- Use a Mixin to Add Common Behavior Between Unrelated Objects
- Use Closure to Protect Properties Within an Object from Being Modified Externally
- Understand the Immediately Invoked Function Expression (IIFE)
- Use an IIFE to Create a Module

Enlace al perfil de FreeCodeCamp : [aqui](#)  
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# TAREA 3.3

## JavaScript Algorithms and Data Structures Projects

Ir a la certificación Algoritmos de JavaScript y Estructuras de Datos y hacer el curso “Programación funcional”.

**Programación funcional**

La programación funcional es otro enfoque común en el desarrollo de software. En programación funcional, el código está organizado en funciones más pequeñas y básicas que se pueden combinar para construir programas de mayor complejidad.

En este curso, aprenderás los conceptos básicos de programación funcional incluyendo funciones puras, cómo evitar mutaciones, y cómo escribir código más limpio con métodos como `.map()` y `.filter()`.

▼ Contraer curso 24/24

- Learn About Functional Programming
- Understand Functional Programming Terminology
- Understand the Hazards of Using Imperative Code
- Avoid Mutations and Side Effects Using Functional Programming
- Pass Arguments to Avoid External Dependence in a Function
- Refactoriza variables globales por fuera de funciones
- Usa el método "map" para extraer datos de un arreglo
- Implementa map en un prototipo
- Use the filter Method to Extract Data from an Array
- Implement the filter Method on a Prototype
- Devolver parte de un arreglo mediante el método slice
- Remove Elements from an Array Using slice Instead of splice
- Combine Two Arrays Using the concat Method
- Add Elements to the End of an Array Using concat Instead of push
- Utiliza el método "reduce" para analizar datos
- Use Higher-Order Functions map, filter, or reduce to Solve a Complex Problem
- Ordena un arreglo alfabéticamente con el método sort
- Return a Sorted Array Without Changing the Original Array
- Split a String into an Array Using the split Method
- Combine an Array into a String Using the join Method
- Apply Functional Programming to Convert Strings to URL Slugs
- Use the every Method to Check that Every Element in an Array Meets a Criteria
- Use the some Method to Check that Any Elements in an Array Meet a Criteria
- Introduction to Currying and Partial Application

Enlace al perfil de FreeCodeCamp : [aqui](#)

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## TAREA 3.4

Ir a la certificación [Algoritmos de JavaScript y Estructuras de Datos](#) y hacer el curso

**JavaScript Algorithms and Data Structures Projects**

### Algoritmos de JavaScript y proyectos de estructuras de datos

¡Ha llegado el momento de poner tus habilidades de JavaScript a prueba! Estos proyectos son muy similares a los desafíos algorítmicos que has hecho antes, pero más difíciles.

Completa estos 5 proyectos de JavaScript para obtener la certificación algoritmos de JavaScript y estructuras de datos.

- Palindrome Checker
- Roman Numeral Converter
- Caesars Cipher
- Telephone Number Validator
- Cash Register

[Ve a la configuración para reclamar tu certificación](#)

Enlace al perfil de FreeCodeCamp : [aqui](#)

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