Syllabus

1. Alerts

2. Variables for Strings

3. Variables for Numbers

4. Variable Names Legal and Illegal

5. Math Expressions: familiar operators

6. Math Expressions: unfamiliar operators

7. Math Expressions: eliminating ambiguity

8. Concatenating text strings

9. Prompts

10. if statements

11. Comparison operators

12. if...else and else if statements

13. Testing sets of conditions

14. if statements nested

15. Arrays

16. Arrays: adding and removing elements

17. Arrays: removing, inserting, and extracting elements

18. for loops

19. for loops: flags, Booleans, array length, and breaks

20. for loops nested

21. Changing case

22. Strings: measuring length and extracting parts

23. Strings: finding segments

24. Strings: finding a character at a location

25. Strings: replacing characters

26. Rounding numbers

27. Generating random numbers

28. Converting strings to integers and decimals

29. Converting strings to numbers, numbers to strings

30. Controlling the length of decimals

31. Getting the current date and time

32. Extracting parts of the date and time

33. Specifying a date and time

34. Changing elements of a date and time

35. Functions

36. Functions: passing them data

37. Functions: passing data back from them

38. Functions: local vs. global variables

39. switch statements: how to start them

40. switch statements: how to complete them

41. while loops

42. do...while loops

43. Placing scripts

44. Commenting

45. Events: link

46. Events: button

47. Events: mouse

48. Events: fields

49. Reading field values

50. Setting field values

51. Reading and setting paragraph text

52. Manipulating images and text

53. Swapping images

54. Swapping images and setting classes

55. Setting styles

56. Target all elements by tag name

57. Target some elements by tag name

58. The DOM

59. The DOM: Parents and children

60. The DOM: Finding children

61. The DOM: Junk artifacts and nodeType

62. The DOM: More ways to target elements

63. The DOM: Getting a target's name

64. The DOM: Counting elements

65. The DOM: Attributes

66. The DOM: Attribute names and values

67. The DOM: Adding nodes

68. The DOM: Inserting nodes

69. Objects

70. Objects: Properties

71. Objects: Methods

72. Objects: Constructors

73. Objects: Constructors for methods

74. Objects: Prototypes

75. Objects: Checking for properties and methods

76. Browser control: Getting and setting the URL

77. Browser control: Getting and setting the URL another way

78. Browser control: Forward and reverse

79. Browser control: Filling the window with content

80. Browser control: Controlling the window's size and location

81. Browser control: Testing for popup blockers

82. Form validation: text fields

83. Form validation: drop-downs

84. Form validation: radio buttons

85. Form validation: ZIP codes

86. Form validation: email

87. Exceptions: try and catch

88. Exceptions: throw

89. Handling events within JavaScript