

LEARN. DO. EARN

ACADGILD



FRONT END DEVELOPMENT (WITH ANGULARJS)



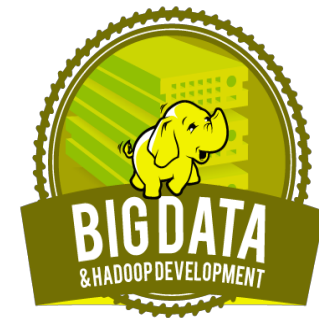
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Brief Intro About AcadGild: CEO – Vinod Dham, Father of Pentium

- **ACADGILD** is a technology education start-up which provides online courses in latest technologies.



- Started by IIT/IIM alumni
- **Our aim** is to provide millions of high school graduates, college graduates and working professionals, job ready skills.





Course Objectives

- Develop JavaScript codes.
- Ability to design and implement web content from basic informative pages to mid-complexity web applications.
- Become proficient in Front-end interactivity via JavaScript as well as familiarity with different popular libraries and frameworks designed to accelerate development and expand application capabilities.
- Display your cultivated skills with real-world projects which are perfect for resume building.
- Hone and solidify your talents during this course by building distinct web applications that you can take live!

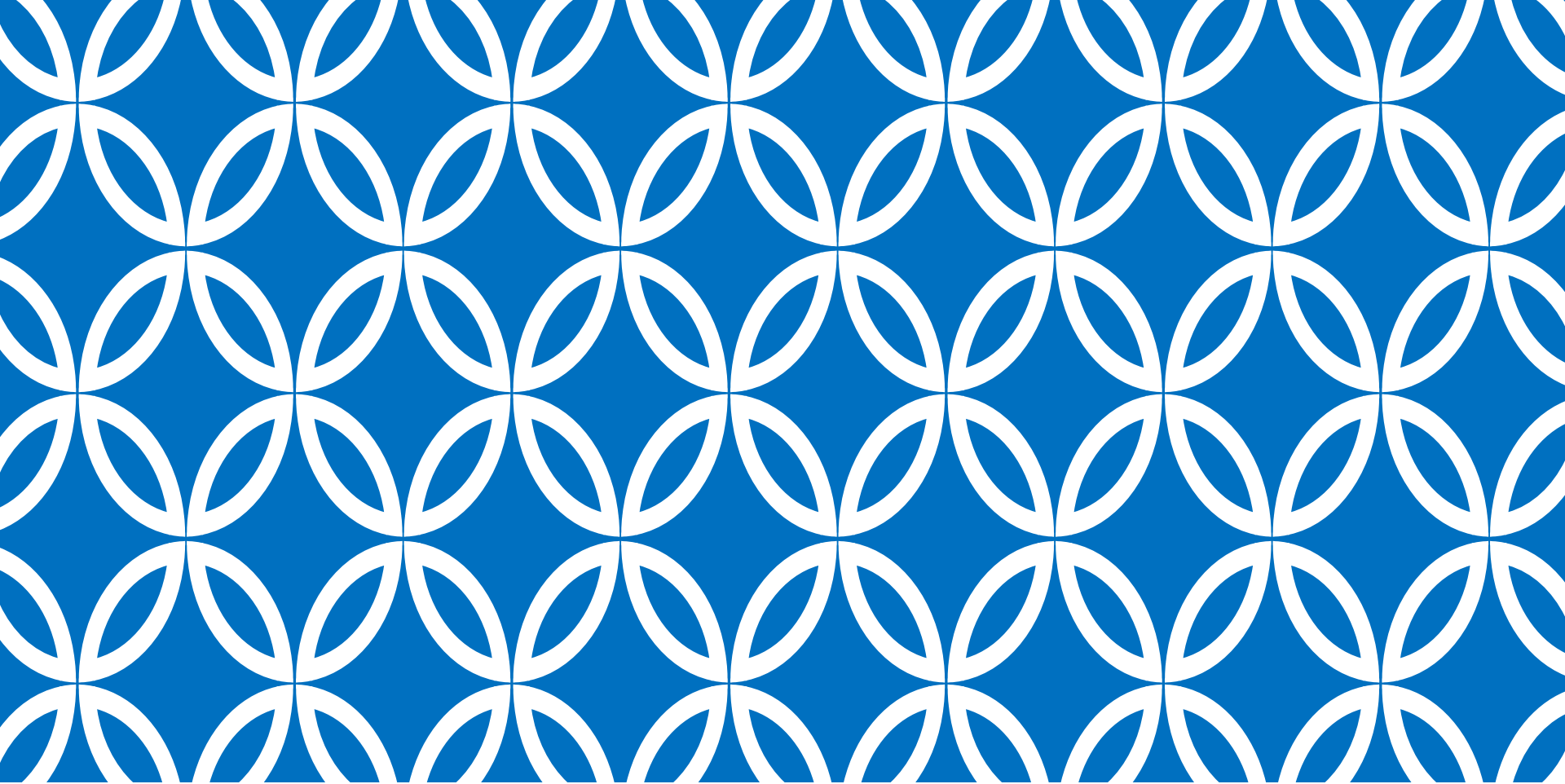




Course Modules

1. **Advanced JavaScript**
2. **jQuery**
3. **BootStrap**
4. **AngularJS**





Session 1 – Advanced JavaScript





Agenda – Advanced JavaScript

- 1. Introduction to Object Oriented**
- 2. Terminology**
- 3. Functions**
- 4. Anonymous Function**
- 5. Immediate Function**





Introduction to Object Oriented

- Object-oriented programming language or OOP is based on objects, fields and methods.
- Object-oriented programming allows you to reuse code without having to copy or recreate it.
- Many popular programming languages (such as Java, JavaScript, C#, C++, Python, PHP, Ruby and Objective-C) support object-oriented programming (OOP).





Namespace

Namespace is a container which allows developers to bundle all functionality under a unique, application-specific name.

Property

Property is an object characteristic, such as color.

Method

Method is an object capability, such as walk. It is a subroutine or function associated with a class.

Constructor

A constructor is a method that is called at the moment of instantiation of an object. It usually has the same name as that of the class containing it.

Class

A class defines the characteristics of the object. It is a template definition of variables and methods of an object.





Object

An object is an instance of a class where the object can be a combination of variables, functions and data structures.

Inheritance

An object or class can inherit characteristics from another object or class.

Encapsulation

Encapsulation is the a method of bundling the data and methods that use them together into a single component.

Abstraction

The conjunction of complex inheritance, methods, properties of an object must be able to simulate a reality model.

Polymorphism

Poly means "many" and morphism means "forms". Different classes might define the same method or property.





Functions

- A JavaScript function is a block of code designed to perform a particular task.
- You can define the code once and use it many times.
- A JavaScript function is executed when "something" invokes it (or calls it).

Syntax

```
function name(parameter1, parameter2, parameter3)
{
    code to be executed
    return value;
}
```





Anonymous Function

- Anonymous Function is a function without a name.
- Sometimes you need a simple function without the need of assigning it to a name. This is called anonymous function.

Example:

- **var** nums = [1, 4, 3, 2, 6, 2, 0];
- nums.sort(**function**(a,b){**return** a-b; });
- Can access the anonymous function by assigning it to a variable

```
var sayHello = function () {  
    alert("Hello World !");  
};
```





Immediate Function

- An immediate function executes as soon as JavaScript encounters them.
- Also called as IIFE (Immediately Invoked Function Expression)
- It is also referred to as self-invoking function.

```
var myName = 'Acadgild';  
  
(function(thisName){  
    console.log( 'hello, my name is: ' + thisName );  
})(myName))
```





Assignment





Get in Touch with ACADGILD

Contact Info:

- Website : <http://www.acadgild.com>
- LinkedIn : <https://www.linkedin.com/company/acadgild>
- Facebook : <https://www.facebook.com/acadgild>
- Support: support@acadgild.com

