4. Setting Up Our Code Editor

Section 2: JavaScript Fundamentals – Part 1

5. Section Intro

6. Hello World!

7. A Brief Introduction to JavaScript

8. Linking a JavaScript File

9. Values and Variables

10. Practice Assignments

11. Data Types

12. let, const and var

13. Basic Operators

14. Operator Precedence

15. A Note About Challenges

17. Strings and Template Literals

18. Taking Decisions: if / else Statements

20. Type Conversion and Coercion

21. Truthy and Falsy Values

22. Equality Operators: == vs. ===

23. Boolean Logic

24. Logical Operators

Coding Exercise 3: CHALLENGE #3

25. CHALLENGE #3: Video Solution

26. The switch Statement

27. Statements and Expressions

28. The Conditional (Ternary) Operator

Coding Exercise 4: CHALLENGE #4

29. CHALLENGE #4: Video Solution

30. JavaScript Releases: ES5, ES6+ and ESNext

Section 3: JavaScript Fundamentals – Part 2

31. Section Intro

32. Activating Strict Mode

33. Functions

34. Function Declarations vs. Expressions

35. Arrow Functions

36. Functions Calling Other Functions

37. Reviewing Functions

Coding Exercise 5: CHALLENGE #1

38. CHALLENGE #1: Video Solution

39. Introduction to Arrays

40. Basic Array Operations (Methods)

Coding Exercise 6: CHALLENGE #2

41. CHALLENGE #2: Video Solution

42. Introduction to Objects

43. Dot vs. Bracket Notation

44. Object Methods

Coding Exercise 7: CHALLENGE #3

45. CHALLENGE #3: Video Solution

46. Iteration: The for Loop

47. Looping Arrays, Breaking and Continuing

48. Looping Backwards and Loops in Loops

49. The while Loop

Coding Exercise 8: CHALLENGE #4

Section 4: How to Navigate This Course

51. Pathways and Section Roadmaps

52. Course Pathways

Section 5: Developer Skills & Editor Setup

53. Section Intro

54. Section Roadmap

55. Setting up Prettier and VS Code

56. Installing Node.js and Setting Up a Dev Environment

57. Learning How to Code

58. How to Think Like a Developer: Become a Problem Solver!

59. Using Google, StackOverflow and MDN

60. Debugging (Fixing Errors)

61. Debugging with the Console and Breakpoints

62. Coding Challenge #1

Section 6: [OPTIONAL] HTML & CSS Crash Course

63. Section Intro

64. Basic HTML Structure and Elements

65. Attributes, Classes and IDs

66. Basic Styling with CSS

67. Introduction to the CSS Box Model

Section 7: JavaScript in the Browser: DOM and Events Fundamentals

4 / 19 | 3hr 54 of 19 lectures completed3hr 5

* Lecture completed. Progress cannot be changed for this item.

68. Section Intro

* Lecture completed. Progress cannot be changed for this item.

Start

69. Section Roadmap

Resources

70. PROJECT #1: Guess My Number!

71. What's the DOM and DOM Manipulation

* Lecture completed. Progress cannot be changed for this item.

72. Selecting and Manipulating Elements

* Lecture completed. Progress cannot be changed for this item.

73. Handling Click Events

74. Implementing the Game Logic

75. Manipulating CSS Styles

76. Coding Challenge #1

77. Implementing Highscores

78. Refactoring Our Code: The DRY Principle

79. PROJECT #2: Modal Window

80. Working With Classes

81. Handling an "Esc" Keypress Event

82. PROJECT #3: Pig Game

83. Rolling the Dice

84. Switching the Active er

85. Holding Current Score

86. Resetting the Game

Section 8: How JavaScript Works Behind the Scenes

6 / 14 | 3hr 6 of 14 lectures completed3hr

87. Section Intro

Start

88. Section Roadmap

Resources

* Lecture completed. Progress cannot be changed for this item.

89. An High-Level Overview of JavaScript

* Lecture completed. Progress cannot be changed for this item.

90. The JavaScript Engine and Runtime

* Lecture completed. Progress cannot be changed for this item.

91. Execution Contexts and The Call Stack

* Lecture completed. Progress cannot be changed for this item.

92. Scope and The Scope Chain

93. Scoping in Practice

94. Variable Environment: Hoisting and The TDZ

95. Hoisting and TDZ in Practice

96. The this Keyword

97. The this Keyword in Practice

* Lecture completed. Progress cannot be changed for this item.

98. Regular Functions vs. Arrow Functions

99. Primitives vs. Objects (Primitive vs. Reference Types)

* Lecture completed. Progress cannot be changed for this item.

100. Primitives vs. Objects in Practice

Section 9: Data Structures, Modern Operators and Strings

1 / 26 | 5hr 31 of 26 lectures completed5hr 3

* Lecture completed. Progress cannot be changed for this item.

101. Section Intro

Start

102. Section Roadmap

Resources

103. Destructuring Arrays

Start

104. Practice Assignments

Resources

105. Destructuring Objects

106. The Spread Operator (...)

107. Rest Pattern and Parameters

108. Short Circuiting (&& and ||)

109. The Nullish Coalescing Operator (??)

110. Logical Assignment Operators

111. Coding Challenge #1

112. Looping Arrays: The for-of Loop

113. Enhanced Object Literals

114. Optional Chaining (?.)

115. Looping Objects: Object Keys, Values, and Entries

116. Coding Challenge #2

117. Sets

118. Maps: Fundamentals

119. Maps: Iteration

120. Summary: Which Data Structure to Use?

121. Coding Challenge #3

122. Working With Strings - Part 1

123. Working With Strings - Part 2

124. Working With Strings - Part 3

125. Coding Challenge #4

126. String Methods Practice

Section 10: A Closer Look at Functions

127. Section Intro

128. Section Roadmap

129. Default Parameters

130. How Passing Arguments Works: Value vs. Reference

131. First-Class and Higher-Order Functions

132. Functions Accepting Callback Functions

133. Functions Returning Functions

134. The call and apply Methods

135. The bind Method

136. Coding Challenge #1

137. Immediately Invoked Function Expressions (IIFE)

138. Closures

139. More Closure Examples

140. Coding Challenge #2

Section 11: Working With Arrays

0 / 28 | 6hr 0 of 28 lectures completed6hr

141. Section Intro

Start

142. Section Roadmap

Resources

143. Simple Array Methods

144. The new at Method

145. Looping Arrays: forEach

146. forEach With Maps and Sets

147. PROJECT: "Bankist" App

148. Creating DOM Elements

149. Coding Challenge #1

150. Data Transformations: map, filter, reduce

151. The map Method

152. Computing Usernames

153. The filter Method

154. The reduce Method

155. Coding Challenge #2

156. The Magic of Chaining Methods

157. Coding Challenge #3

158. The find Method

159. Implementing Login

160. Implementing Transfers

161. The findIndex Method

162. some and every

163. flat and flatMap

164. Sorting Arrays

165. More Ways of Creating and Filling Arrays

166. Summary: Which Array Method to Use?

167. Array Methods Practice

3

168. Coding Challenge #4

Section 12: Numbers, Dates, Intl and Timers

0 / 14 | 3hr 0 of 14 lectures completed3hr

169. Section Intro

Start

170. Section Roadmap

Resources

171. Converting and Checking Numbers

172. Math and Rounding

173. The Remainder Operator

174. Numeric Separators

175. Working with BigInt

176. Creating Dates

177. Adding Dates to "Bankist" App

178. Operations With Dates

179. Internationalizing Dates (Intl)

180. Internationalizing Numbers (Intl)

181. Timers: setTimeout and setInterval

182. Implementing a Countdown Timer

Section 13: Advanced DOM and Events

0 / 22 | 5hr 0 of 22 lectures completed5hr

Section 14: Object-Oriented Programming (OOP) With JavaScript

0 / 24 | 4hr 0 of 24 lectures completed4hr

Section 15: Mapty App: OOP, Geolocation, External Libraries, and More!

0 / 16 | 3hr 50 of 16 lectures completed3hr 5

Section 16: Asynchronous JavaScript: Promises, Async/Await, and AJAX

0 / 24 | 5hr 0 of 24 lectures completed5hr

Section 17: Modern JavaScript Development: Modules, Tooling, and Functional

0 / 16 | 3hr 50min0 of 16 lectures completed3hr 50min

Section 18: Forkify App: Building a Modern Application

0 / 27 | 8hr 0 of 27 lectures completed8hr

Section 19: Setting Up Git and Deployment

0 / 7 | 50 of 7 lectures completed5

Section 20: The End!

0 / 2 | 0 of 2 lectures completed

Section 21: [LEGACY] Access the Old Course

0 / 1 | 0 of 1 lecture completed

Overview

Q&AQuestions and answers

Notes

Announcements

Reviews

Learning tools