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

Coding Exercise 1: CHALLENGE #1

17. Strings and Template Literals

18. Taking Decisions: if / else Statements

Coding Exercise 2: CHALLENGE #2

19. CHALLENGE #2: Video Solution

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

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

70. PROJECT #1: Guess My Number!

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

71. What's the DOM and DOM Manipulation

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

72. Selecting and Manipulating Elements

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73. Handling Click Events

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

74. Implementing the Game Logic

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

75. Manipulating CSS Styles

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76. Coding Challenge #1

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77. Implementing Highscores

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78. Refactoring Our Code: The DRY Principle

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79. PROJECT #2: Modal Window

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80. Working With Classes

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81. Handling an "Esc" Keypress Event

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

82. PROJECT #3: Pig Game

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83. Rolling the Dice

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84. Switching the Active er

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

85. Holding Current Score

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86. Resetting the Game

Section 8: How JavaScript Works Behind the Scenes

6 / 14 | 3hr 6 of 14 lectures completed3hr

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

87. Section Intro

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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

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92. Scope and The Scope Chain

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93. Scoping in Practice

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94. Variable Environment: Hoisting and The TDZ

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

95. Hoisting and TDZ in Practice

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

96. The this Keyword

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

97. The this Keyword in Practice

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

98. Regular Functions vs. Arrow Functions

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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

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

Start

102. Section Roadmap

Resources

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

103. Destructuring Arrays

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Start

104. Practice Assignments

Resources

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

105. Destructuring Objects

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

106. The Spread Operator (...)

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

107. Rest Pattern and Parameters

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

108. Short Circuiting (&& and ||)

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

109. The Nullish Coalescing Operator (??)

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

110. Logical Assignment Operators

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111. Coding Challenge #1

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112. Looping Arrays: The for-of Loop

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113. Enhanced Object Literals

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

114. Optional Chaining (?.)

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

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

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

116. Coding Challenge #2

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117. Sets

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118. Maps: Fundamentals

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119. Maps: Iteration

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120. Summary: Which Data Structure to Use?

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121. Coding Challenge #3

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122. Working With Strings - Part 1

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123. Working With Strings - Part 2

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124. Working With Strings - Part 3

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125. Coding Challenge #4

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

126. String Methods Practice

Section 10: A Closer Look at Functions

0 / 14 | 2hr 30 of 14 lectures completed2hr 3

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

127. Section Intro

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

Start

128. Section Roadmap

Resources

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129. Default Parameters

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130. How Passing Arguments Works: Value vs. Reference

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

131. First-Class and Higher-Order Functions

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

132. Functions Accepting Callback Functions

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133. Functions Returning Functions

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134. The call and apply Methods

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135. The bind Method

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

136. Coding Challenge #1

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137. Immediately Invoked Function Expressions (IIFE)

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

138. Closures

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

139. More Closure Examples

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140. Coding Challenge #2

Section 11: Working With Arrays

0 / 28 | 6hr 0 of 28 lectures completed6hr

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

141. Section Intro

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

Start

142. Section Roadmap

Resources

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

143. Simple Array Methods

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

144. The new at Method

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

145. Looping Arrays: forEach

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

146. forEach With Maps and Sets

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147. PROJECT: "Bankist" App

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148. Creating DOM Elements

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149. Coding Challenge #1

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150. Data Transformations: map, filter, reduce

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

151. The map Method

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152. Computing Usernames

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

153. The filter Method

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154. The reduce Method

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

155. Coding Challenge #2

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

156. The Magic of Chaining Methods

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157. Coding Challenge #3

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158. The find Method

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159. Implementing Login

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160. Implementing Transfers

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161. The findIndex Method

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162. some and every

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

163. flat and flatMap

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

164. Sorting Arrays

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

165. More Ways of Creating and Filling Arrays

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166. Summary: Which Array Method to Use?

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167. Array Methods Practice

3

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

168. Coding Challenge #4

Section 12: Numbers, Dates, Intl and Timers

0 / 14 | 3hr 0 of 14 lectures completed3hr

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

169. Section Intro

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

Start

170. Section Roadmap

Resources

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

171. Converting and Checking Numbers

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

172. Math and Rounding

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

173. The Remainder Operator

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174. Numeric Separators

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175. Working with BigInt

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

176. Creating Dates

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

177. Adding Dates to "Bankist" App

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

178. Operations With Dates

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

179. Internationalizing Dates (Intl)

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

180. Internationalizing Numbers (Intl)

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

181. Timers: setTimeout and setInterval

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

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