

Schedule

A week-by-week breakdown of the material.

Week 1 (01/05-01/09)

- Day 1
 - History of Javascript¹
 - Components of a Web Page²
 - Survey of HTML³
- Day 2
 - Survey of CSS⁴
 - A sample page⁵
 - Lab 1⁶
- Day 3
 - How to run Javascript⁷
 - Numbers in Javascript⁸
 - Local and Global Variables⁹
 - Basics of Arrays¹⁰

Week 2 (01/12-01/16)

- Day 1
 - Basics of Objects: Object literals¹¹
 - Equality in Javascript¹²
 - Strings and Regular Expressions¹³
 - Function basics¹⁴
 - Lab 2¹⁵

¹[notes/history.html](#)

²[notes/page_components.html](#)

³[notes/html_survey.html](#)

⁴[notes/css_survey.html](#)

⁵[notes/sample_page.html](#)

⁶[labs/1.html](#)

⁷[notes/how_to_run.html](#)

⁸[notes/numbers.html](#)

⁹[notes/local_vs_global.html](#)

¹⁰[notes/array_basics.html](#)

¹¹[notes/object_basics.html](#)

¹²[notes/equality.html](#)

¹³[notes/strings_and_re.html](#)

¹⁴[notes/functions_basic.html](#)

¹⁵[labs/2.html](#)

- Quiz 1¹⁶
- Day 2
 - No class
- Day 3
 - No class

Week 3 (01/19-01/23)

- Day 1
 - Functions as values¹⁷
 - Arrow Functions¹⁸
 - Array Collection methods¹⁹
- Day 2
 - Function Usage Patterns²⁰
 - Overview of Software Development Practices²¹
 - Basics of Version Control²²
 - ES6 Classes²³
- Day 3
 - Function call forms and the value of this²⁴
 - Introduction to the DOM (Document Object Model)²⁵
 - Introduction to jQuery²⁶

Week 4 (01/26-01/30)

- Day 1
 - Modules
- Day 2
 - Introduction to DOM Events²⁷

¹⁶<https://moodle.hanover.edu/mod/quiz/view.php?id=15591>

¹⁷[notes/function_values.html](#)

¹⁸[notes/function_arrow.html](#)

¹⁹[notes/array_collection_methods.html](#)

²⁰[notes/function_usage_patterns.html](#)

²¹[notes/dev_overview.html](#)

²²[notes/git_version_control.html](#)

²³[notes/classes.html](#)

²⁴[notes/function_calls_and_this.html](#)

²⁵[notes/dom_intro.html](#)

²⁶[notes/jquery_intro.html](#)

²⁷[notes/events_intro.html](#)

- Timers²⁸
- Quiz 2²⁹
- Day 3
 - The DRY principle³⁰
 - Object properties³¹
 - Different stack implementations³²
 - Object creation and prototypes³³

Week 5 (02/02-02/06)

- Day 1
 - “Class” construction examples³⁴
 - Setting up a second remote³⁵
 - Testing Basics³⁶
- Day 2
- Day 3

Week 6 (02/09-02/13)

- Day 1
- Day 2
 - TaskApp: Building a Web App³⁷
- Day 3

Week 7 (02/16-02/20)

- Day 1
 - TaskApp: Building a Web App³⁸
- Day 2

²⁸[notes/events_timers.html](#)

²⁹<https://moodle.hanover.edu/mod/quiz/view.php?id=33676>

³⁰[notes/dry.html](#)

³¹[notes/object_properties.html](#)

³²[notes/stack_various.html](#)

³³[notes/object_creation_prototypes.html](#)

³⁴[notes/class_construction.html](#)

³⁵[notes/second_remote.html](#)

³⁶[notes/testing_basics.html](#)

³⁷[notes/taskapp_setup.html](#)

³⁸[notes/taskapp_setup.html](#)

- TaskApp: Building a Web App³⁹

- Day 3

Week 8 (02/23-02/27)

BREAK

Week 9 (03/02-03/06)

- Day 1
 - Assignment of Projects⁴⁰
 - Using Templates: Handlebars⁴¹
- Day 2
 - Work on Projects
- Day 3

Week 10 (03/09-03/13)

- Day 1
 - Graphics in Javascript, SVG⁴²
- Day 2
 - Custom Events: Observer, Publish/Subscribe⁴³
- Day 3

Week 11 (03/16-03/20)

- Day 1
 - Documentation systems⁴⁴
 - Code Reviews⁴⁵
- Day 2

³⁹[notes/taskapp_setup.html](#)

⁴⁰[notes/project_descriptions.html](#)

⁴¹[notes/templates.html](#)

⁴²[notes/graphics.html](#)

⁴³[notes/custom_events.html](#)

⁴⁴[notes/documentation.html](#)

⁴⁵[notes/code_review.html](#)

- Module Patterns: Node/CommonJS modules⁴⁶
- Using require.js⁴⁷
- UMD modules⁴⁸

- Day 3

Week 12 (03/23-03/27)

- Day 1
 - The Visitor Pattern and the need for it⁴⁹
- Day 2
 - Basics of HTTP⁵⁰
 - Introduction to XMLHttpRequest⁵¹
- Day 3

Week 13 (03/30-04/03)

- Day 1
 - Projects progress
- Day 2
 - Projects progress
- Day 3

Week 14 (04/06-04/10)

- Day 1
 - Projects progress
- Day 2
 - What we left out⁵²
 - Final Study Guide⁵³
- Day 3

⁴⁶[notes/pattern_modules.html](#)

⁴⁷[notes/requirejs.html](#)

⁴⁸[notes/umd.html](#)

⁴⁹[notes/patterns_visitor.html](#)

⁵⁰[notes/http_intro.html](#)

⁵¹[notes/xhr_intro.html](#)

⁵²[notes/left_out.html](#)

⁵³[notes/final_study_guide.html](#)

Other topics we did not cover

- MVC: Model-View-Controller⁵⁴
- Intro to Patterns: Iterator⁵⁵
- Lab 5: Collections⁵⁶
- Design Patterns⁵⁷
- Patterns of code reuse⁵⁸
- Pattern: Command⁵⁹
- Pattern: Proxy⁶⁰
- Pattern: Visitor⁶¹
- Pattern: Visitor (cont)⁶²
- Lab 6: Double-Linked Lists, History⁶³
- Pattern: Composite⁶⁴
- Patterns: Adapter and Facade⁶⁵
- Example of Designing a Model⁶⁶

Old notes

- Functions as closures⁶⁷
- Functions as a means for creating a scope/context⁶⁸
- Git basics⁶⁹
- Review of Git commands⁷⁰
- GitHub basics⁷¹
- Remotes and Branches⁷²
- GitHub Workflow⁷³
- Overall Project Workflow⁷⁴
- Methods in objects and the need for this⁷⁵

⁵⁴[notes/pattern_mvc.html](#)

⁵⁵[notes/patterns_iterator.html](#)

⁵⁶[labs/5.html](#)

⁵⁷[notes/design_patterns.html](#)

⁵⁸[notes/code_reuse.html](#)

⁵⁹[notes/patterns_command.html](#)

⁶⁰[notes/patterns_proxy.html](#)

⁶¹[notes/patterns_visitor.html](#)

⁶²[notes/patterns_visitor.html](#)

⁶³[labs/6.html](#)

⁶⁴[notes/patterns_composite.html](#)

⁶⁵[notes/patterns_adapter_facade.html](#)

⁶⁶[notes/design_example.html](#)

⁶⁷[notes/function_closures.html](#)

⁶⁸[notes/functions_for_scope.html](#)

⁶⁹[notes/git_basics.html](#)

⁷⁰[notes/git_commands_review.html](#)

⁷¹[notes/github_basics.html](#)

⁷²[notes/git_remotes_branches.html](#)

⁷³[notes/github_workflow.html](#)

⁷⁴[notes/project_workflow.html](#)

⁷⁵[notes/object_methods.html](#)