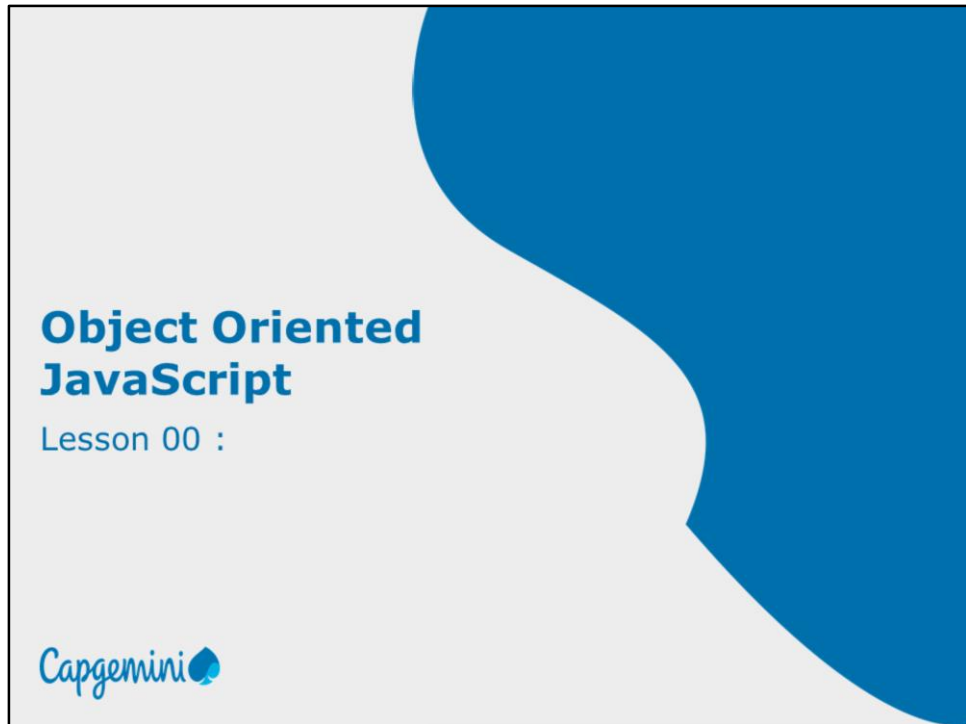


**Instructor
Notes:**



©2016 Capgemini. All rights reserved.
The information contained in this document is proprietary and confidential.
For Capgemini only.

**Instructor
Notes:**

Add instructor notes
here.

Course Goals and Non Goals



- Course Goal
 - Understand Object Oriented Programming with JavaScript

- Course Non-Goals
 - Developing enterprise application



**Instructor
Notes:**

Add instructor notes
here.

Pre-requisites



- HTML
- Basic JavaScript

**Instructor
Notes:**

Add instructor notes
here.

Intended Audience

- Web application developers



**Instructor
Notes:**

Add instructor notes
here.

Day Wise Schedule

➤ Day 1

• Lesson 01

• Lesson 02

• Lesson 03

**Instructor
Notes:**

Add instructor notes
here.

Day Wise Schedule



- Lesson 01
 - Object-Oriented Terminology
 - Types of Objects
 - Creating New Types of Objects (Reference Types)
 - Accessing Object Values / Getter and Setter methods
- Lesson 02
 - Prototype paradigm
 - Prototypal inheritance
 - Prototypal inheritance using `__proto__`
 - Prototypal inheritance using `create()`
 - Prototypal inheritance using `prototype`
- Lesson 03
 - JSON Object
 - `JSON.stringify` and `JSON.parse`