

JAVASCRIPT FOR DEVELOPERS

2021

4 jours

+ 20 ANNÉES
d'expériences
à votre service

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FORMATION



JavaScript



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Durée:

4 jours

Langue

Anglais

Formations dirigées par un instructeur

Objectif

This five-day instructor-led is an in depth hands-on study of JavaScript. The course includes detailed hands-on labs and Q&A labs. The labs include multiple projects that update an existing web site.

Profil population cible

This course is intended for both novice and experienced programmers. Some experience in C++, C# or Java is helpful.

Examen de certification

Préparation pour examen : AZ-204



PROGRAMME





Prérequis :

Before attending this course, students must have:

Useful, but not required:

Previous programming experience using C, C# or Java.

HTML and CSS web development.

Plan du cours

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Module 1

Module 1: Basic Scripting

JavaScript has been described as a simple scripting language and also as a complex object oriented language. In this module we will explore basic scripting. Many of the topics in the module will be expanded upon in later sections of this course. In this module we will look at the basics to write and call a JavaScript function, find HTML elements in a web page, change properties of HTML elements, write loops, test strings and values (IF statements), and a few more.

Leçons

- Key Parts of a Script
- Lab : Basic Scripting
- Exercise 1 - Experimenting with the F12 Developer Tools
- Exercise 2 - Update the time on the page by using JavaScript
- Exercise 3 - Add JavaScript to respond to an event
- Add basic scripts to a web page.
- Use the F12 tools to explore pages.

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Module 2

The Document Object Model

Neither browsers nor JavaScript work directly with the HTML file that was received from the web server. The browser parses this file and converts it into a tree structure called the Document Object Model, or DOM for short. In this module we explore working with Elements and DOM objects.

Leçons

- Add an Animation to the Home Page.
- Move the JavaScript to a File
- Add JavaScript to Supply Mouse Over Tips to the Menu Tabs
- After completing this module, students will be able to:
- Describe the DOM and Elements.
- Write JavaScript code to search and update the DOM.
- Write code to respond to DOM object events.
- Add and remove Elements to and from the DOM.

Module 3

Introduction to jQuery

A lot of the coding work you will do with JavaScript will be to first find an HTML element, and then manipulate that element. Often, all we are doing is some searching, or querying, of the HTML and then performing a quick update. In this module we will exploring using the jQuery library to search for, and modify, elements in the DOM.

Leçons

- Add the jQuery Library to the Project
- Create New Elements using jQuery
- After completing this module, students will be able to:
- Describe the role of libraries like jQuery in JavaScript and web development.
- Add the jQuery library to a project.
- Find and retrieve, update and create new elements in the DOM.

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Module 4

Ajax and Web Services

This module explores web services and the use of Ajax to call those services.

Leçons

- Exploring a REST Web Service
- Load Data from a Web Service
- Describe web services and how to interact with them from JavaScript and jQuery.
- Work with XML and JSON data.
- Create queries and update data using REST and OData.

Module 5

Diving in Deeper

In this module we will explore the topics you will need to know as you move from a “JavaScript scripiter” to a “JavaScript developer”. Some of the topics include: More about Data Types and data conversion, Variables: more on Scopes, Hoisting, Creating and Deleting, Functions: Anonymous functions, Closures, Self-invoking functions, the “this” keyword and the Module Pattern, more on error handling, and recursion.

Leçons

- Describe how JavaScript variables are used, stored, and manipulated.
- Understand how JavaScript variables and functions are scoped, and occasionally “hoisted”.
- Create functions, anonymous functions and Closures.
- Describe and use the “this” keyword in functions.
- Create try-catch blocks and handle errors.

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