

# From Zero to JavaScript and jQuery

The JavaScript language is everywhere these days. Everything from websites, to mobile apps, to game development use JavaScript. You can hone JavaScript and jQuery skills by taking this course. If you are new to JavaScript and jQuery, this course is for you. You are introduced to both JavaScript and the jQuery library.

## Learning Objectives

Interact with, and manipulate elements on web pages

Learn the object-oriented principles of JavaScript

Simplify your coding using closures and templates

The basics of jQuery

## Prerequisites

It is recommended that students are already familiar with a programming language, HTML and CSS. You also need access to an editor such as Visual Studio Code.

## Course Length

3 days

## JavaScript Modules

### Module 1: Language Basics

Using `alert()`, `console()` and `document.write()`

### Module 2: Using Variables

Declaring variables

Naming variables

Scope of variables

Arrays

Literal objects

Constructor functions

Conversion of data types

typeof operator

instanceof operator

## **Module 3: Logical, Math and Comparison Operators**

Logical operators

Math operators

Comparison operators

## **Module 4: Decision Structures**

If statements

Switch statement

For loops

While loops

For-in and for-of loops

Break

Continue

Labeled statements

## **Module 5: Functions, this and Arrow Functions**

Creating functions

Passing parameters

Using 'this' keyword

Object literals

Call() and apply() functions

Constructor functions

Arrow functions

## Module 6: Exception Handling

- Try...catch keywords
- Finally samples
- Throwing errors
- Checking for error types

## Module 7: Working with Global Objects

- Document object
- Location object
- Navigator object
- Screen object
- History object
- Prompt() and confirm() functions
- window.setTimeout() method
- window.print() method
- window.open() method
- document.getElementById()
- Modifying DOM elements
- setAttribute() method

## Module 8: String, Number, Date and Array Methods

- String methods such as indexOf, slice, substring, etc.
- Number methods such as toFixed, toPrecision, parseInt, parseFloat, etc.
- Date methods such as now, parse, UTC, toLocalDateString, etc.
- Array methods such as slice, shift, unshift, splice, concatenate, etc.
- Arrow functions such as map, reduce, filter, etc.
- The spread operator

## Module 9: Event Handling

- Inline event handling
- Setting up event listeners
- Using the window.onload function

Triggering events

## **Module 10: DOM Manipulation**

Adding and removing classes

Using `querySelector()`, `querySelectorAll()`, etc.

Adding elements to the DOM

## **Module 11: Using Closures**

Simple closure sample

Using an IIFE

Creating your service closures

## **Module 12: Templating**

Downloading and install `mustache.js`

Using `mustache` to perform simple templating

Add custom properties for display formatting

## **Module 13: Object-oriented programming with JavaScript**

Using `Object()` and why not to use this

Using literal objects

Using constructor functions

The `class` keyword

Using `get` and `set` properties

Constructor inheritance

Class inheritance

## **Module 14: Callbacks**

Simple callbacks

Pass data back

Multiple call backs to the same function

## Module 15: Using Ajax

- Reading a local JSON file
- Using the XMLHttpRequest object
- Simple Ajax sample
- Create a wrapper around Ajax calls

## Module 16: Using Promises

- Demo of a successful promise
- Demo of a failed promise
- Using a promise with a catch
- Using a finally block with a promise
- Apply a promise to an Ajax call

## Module 17: Working with Await and Async

- Simplifying promise code with await and async
- Using await and async with Ajax calls

## Module 18: Working with HTML 5 APIs

- Geolocation - Getting data
- Geolocation - Handling errors
- Geolocation - Passing in options
- Geolocation - Display on a map
- Drag and drop
- Local storage
- Session storage
- Working with video files
- Turning on your computer's camera

# jQuery Modules

## Module 1: Selectors

- Using jQuery selectors to get elements
- Setting values and attributes
- Adding and removing classes
- DOM traversal methods

## Module 2: Events

- Document ready event
- Inline events
- Event listeners
- Triggering events

## Module 3: Closures

- Simple closure sample
- Using an IIFE
- Creating a service closure

## Module 4: Templating

- Downloading and install mustache.js
- Using mustache to perform simple templating
- Add custom properties for display formatting

## Module 5: Ajax calls

- Reading a local JSON file
- Using the XMLHttpRequest object
- Simple Ajax sample
- Create a wrapper around Ajax calls

## Module 6: Datatables.NET Library

- Download and install Datatables.net library

Hard-coded HTML table of data converted to 'datatable'

Large amount of hard-coded HTML table of data converted to 'datatable'

Populate from array of data, where each row of the array is another array. Each element in the sub-array is for each column in the table.

Populate from array of objects. Use the columns[] array.

## **Module 7: Working with Google Maps**

Display lat/long on a Map

Geocode, search for address

Reverse Geocode lat/long to an Address

Create boundary around address (geofence)

## **Module 8: Apply Angular Techniques to jQuery Applications**

Loading HTML fragments dynamically

Adding JavaScript and CSS to individual pages

Creating a CRUD page

# **Node.js and Express**

## **Module 1: Node.js and Express Basics**

What is Node.js and Express

Installation

## **Module 2: Create REST API for Retrieving Data**

Getting a list of data

Get a single piece of data

Searching for data

## **Module 3: Create REST API for Modifying Data**

POST

PUT

PATCH

DELETE

## Module 4: Handling Exceptions

Catching exceptions using middleware

Logging exceptions

Return exceptions to calling program

## Module 5: Calling REST API's using the XMLHttpRequest Object

Using the XMLHttpRequest object from JavaScript

## Module 6: Building a Web Site

Creating a new web site

Using Handlebars.js

# Geolocation

## Module 1: Capture a User's Location Using the Geolocation Object

Overview of the Geolocation Course

Demo of Final Application

Using the Geolocation Object

Displaying Geolocation Positioning Info

Handling Errors with Geolocation

Geolocation Options for Better Accuracy

Wrap Geolocation into a Closure

Watching your Position

## Module 2: Display Locations on a Map

Linking and Embedding Maps



- Linking to Open Street Maps
- Linking to Google Maps
- Link to Google Maps Using Geolocation
- How to Embed Maps Using Mapping APIs
- Embed Map Using OpenLayers API

## **Module 3: Embed Maps Using the Google Maps API**

- Overview of Google Maps
- How to Embed a Google Map
- Demo of Embedding a Google Map
- Load Google Maps Dynamically
- Add a Marker and a Title
- Add an Informational Window
- Use a Picture for a Marker
- Two Markers and Two Windows
- Create an Array of Map Objects

## **Module 4: Getting Directions with Google Maps**

- Overview of the Directions Service
- Render Directions from Address to Pie Shop
- Render Directions Using Latitude and Longitude
- Add Text Directions to Page
- Map Routing Options

## **Module 5: Geocoding with Google Maps**

- Overview of Geofencing and Geocoding
- Draw a Geofence
- Lookup Address and Add Marker
- Is Address Within Delivery Geofence

# PouchDB

## Module 1: Getting Started

- Downloading and installing PouchDB
- Opening and creating a database
- Adding data
- Getting data
- Updating and deleting data
- Compacting and destroying a database

## Module 2: Bulk Operations

- Bulk creating data
- Getting all documents
- Counting data
- Getting a range of data

## Module 3: Using Mango Queries

- Creating indexes
- Finding data by name
- Sorting data
- Searching on multiple fields
- Searching with an array of objects

## Module 4: Use Map Queries

- Using temporary queries
- Searching on multiple value fields
- Creating design documents
- Querying using design documents

## Module 5: Use Reduce Queries to Gather Statistics

- Counting documents
- Get the sum of values

Getting minimum and maximum values

Getting average values