



JS-1

**Learn Programming
Concept using JavaScript [8
Hrs]**

Instructor: Pundit Team

E-Mail:

Phone:

Overview

JavaScript is an object-oriented programming language of the web platform. As all the Software is coming Web based, so **JavaScript rules the web**. Every Web based software is relying more and more on JavaScript. On this course we shall go through the most in-demand languages of today in detail and finally will develop a project.

Audience

This course will guide the developers and students who want to learn how to develop a Interactive website using JavaScript. This course is particularly meant for all those developers who have no prior experience of using JavaScript. But it is expected that the audience have understanding and experience developing with HTML5 and CSS3.

Evaluation

Successful completion of the course requires the completion of a project using JavaScript.

Curriculum

1. Introduction

- 1.1. Course Overview
- 1.2. What Can JavaScript Do ?
- 1.3. Where to Put JavaScript ?
- 1.4. What's EcmaScript ?
- 1.5. What's new in ES6 / ES7 / ES8 ?

2. Tools and Environments Setup

- 2.1. Console Debug
- 2.2. Comments in JS
- 2.3. Setting Our Tools: Editor and Browser
- 2.4. JavaScript Transpiler: Babel
- 2.5. Setting Up Babel
- 2.6. JavaScript Coding Practice / Clean Code

Prerequisites

We expect that students of this course should have the prior experience with

- HTML5
- CSS3

Course Information

- Duration : 8 Hours
- Day : Coming Soon
- Time :
- Reg. Start : May 1, 2018
- Reg. End : May 1, 2018
- Class Start : May 1, 2018

3. Language Construct/Basic

- 3.1. Variables: var, let, const
- 3.2. Data Types: Primitive vs Object
- 3.3. Understanding null and undefined
- 3.4. Variable Mutation and Type Coercion

4. Operators

- 4.1. Assignment operators
- 4.2. Comparison operators
- 4.3. Arithmetic operators
- 4.4. Bitwise operators
- 4.5. Logical operators
- 4.6. String operators
- 4.7. Conditional (ternary) operator
- 4.8. Comma operator
- 4.9. Unary operators
- 4.10. Relational operators

5. Control Flow

- 5.1. If / else, switch Statements
- 5.2. Statements and Expressions

6. Loops and Iteration

- 6.1. For, while, do..while
- 6.2. Instruction break and continue

7. Others Concepts

- 7.1. Functions - Basics
- 7.2. Arrays - Basics
- 7.3. Objects - Basics

8. Final Project

- 8.1. Project 1: Build A Grade System
- 8.2. Project 2: Build A Simple Calculator