

Planprogram

JAVA SCRIPT



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Prishtinë and Prizren

Training duration:

30 hours

AIMS OF THE MODULE

Understanding the fundamentals of JavaScript programming language: JavaScript is a powerful language that can be used across a wide range of platforms, from websites to mobile applications. Understanding the fundamentals of the language, including its syntax, data types, and control structures, is crucial for effective programming.

1. Values, Types and Operators

- Values and Numbers
- Arithmetic, Special number and Strings
- Boolean values and Logical operators

2. Program Structure

- Expressions and statements
- Bindings and binding names
- Control Flow

3. Functions

- Functions as values and declaration notation
- Recursion and Growing functions
- Control Flow

4. Data Structures: Objects and Arrays

- Data Sets and Properties
- Objects and mutability
- Array loops
- Strings and their properties
- Math objects and JSON

5. The secret life of objects

- Encapsulation
- Methods and prototypes
- Classes and Overriding derived properties
- Getters, setters and statics
- Inheritance

6. Modules

- Encapsulation
- Modules and packages
- Evaluating data as code
- ECMA Script modules
- Building and bundling
- Module design

7. Asynchronous Programming

- Crow tech and Callbacks
- Promises and failure
- Async functions and generators

8. Bugs and Errors

- Strict mode
- Types
- Testing and Debugging
- Exceptions
- Error Propagation
- Seletive Catching

9. JavaScript and the browser

- The Web and HTML
- Networks and the Interenet

10. The document Object Model

- Document structure and tress
- Layout and Styling
- Moving through the tree and finding elemetns
- Attributes
- Changing the document
- Query selectors
- The standard

11. HTTP and forms

- Fetch and HTTP sandboxing
- Form fields and form as a whole
- The protocol, browsers and HTTP
- Text fields, checkboxes and radio buttons and other fields

12. JQUERY

- jQuery Eects
- jQuery UI
- jQuery MEthods
- jQuery Events

13. Drawing on Canvas

- Lines and surfaces
- Drawing a pie chart
- Transformatin
- SVG and canvas element

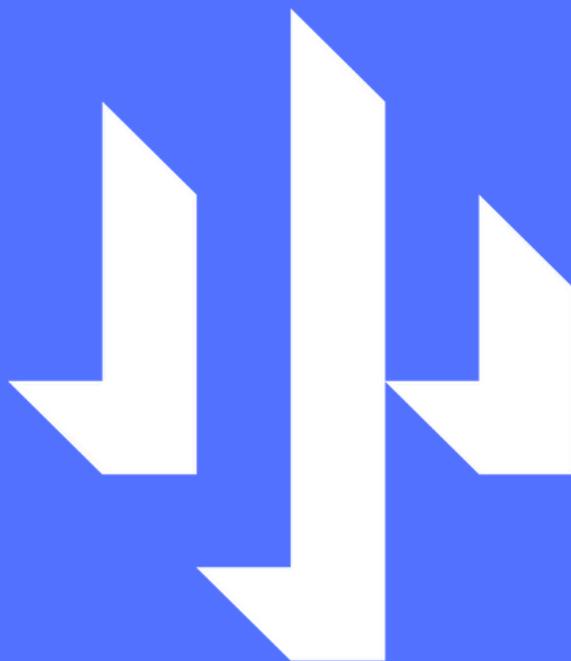
13. Handling Events

- Events and DOM nodes
- Mouse clicks and motion
- Event objects and Propagation
- Touch events and other event

14. Regular Exrepssions

- Creating a regular expression
- Grouping subexpressions
- Testing for matches
- Sets of characters
- The date Clasess
- Dynamically creating RegExp objects
- Repeating parts of a pattern

Professional Trainings



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