

training code: JS / ENG DL 3d / EN

Programming basics in JavaScript



Purpose of the training

The training is intended for the people who are inexperienced in programming, and would like to acquire skills in developing dynamic websites.



Benefits of completing the training

An ability to practically use the language in web applications. The knowledge of good practices of organising the code in the project. Being acquainted with the techniques of communicating with server using AJAX. An ability to use Node platform in terms of project dependencies and Babel compiler providing code compability with popular Internet browser's and ESLint library in order to improve the quality of the code.



Expected Listener Preparation

Basic knowledge of HTML and CSS.



Training Language

- Training: English



Duration

3 days / 21 hours

Training agenda

1. JavaScript language characteristics:
 - architecture and ES6+ standard
 - capabilities and use cases.
2. Developer tools on Node.js platform:
 - configuring and using Babel compiler
 - configuring and using ESLint library, statistical code analysis.
3. Basic data types, operators, scope and variables usage.
4. Defining and using functions:
 - named functions
 - anonymous functions, code blocks, callbacks.
5. Defining and using objects.
6. Working with control statements:
 - conditions, loops, exceptions and error handling.
7. Collections usage:
 - arrays, maps, sets.
8. Embedding JS code in HTML files:
 - event handling
 - dynamic modification of HTML website structure, DOM tree.
9. Communicating with server, AJAX, serialisation to JSON.
10. Cookies management.
11. Managing local data cache, LocalStorage.
12. Using external libraries – JQuery example, introduction.