jQuery, Part 5 of 6: Debugging and Graphics

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Meet the expert: Dustin Tauer is an Adobe Certified Master Instructor and has a degree in Informational Systems and Technology. He currently teaches development classes focusing on technologies like HTML, CSS, JavaScript, Flash, and Flex. When he’s not training, he’s working on development projects ranging from mobile applications to rich internet applications to instructor-led curriculum.

Prerequisites: This course assumes that the users have a basic knowledge of web programming with jQuery, JavaScript, HTML, and CSS. Knowledge of Java or other web-based programming languages is not required.

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Course description: The jQuery language has grown in its ability to enhance web pages. This course “jQuery: Debugging and Graphics”, will start you with how to debug jQuery in a web browser by understanding/troubleshooting different jQuery versions, checking to see if a features is supported by a browser and then customizing HTML by browser type. Then the course will discuss some animation fundamentals, creating custom animations, drawing on the canvas and ending with animating on the canvas.

Course outline:

Debugging with jQuery
- Introduction
- Debugging jQuery
- Debugging jQuery: Breakpoints
- Demo: jQuery Debugging
- Demo: Web developer console
- Demo: Output statements
- Demo: Checking variable passes
- Demo: Setting breakpoints
- Demo: Stepping into/over code
- Summary

Checking Feature Support
- Introduction
- Browser feature support
- Handling errors accordingly
- Demo: Checking for support
- Demo: Browser specific content
- Demo: Checking feature support
- Summary

Using Built in Effects
- Introduction
- jQuery effects
- Demo: Effects
- Demo: Duration
- Demo: Movement
- Demo: Toggle
- Demo: Toggle CSS
- Demo: Callback
- Summary

Custom Animations
- Introduction
- Custom Animations
- Custom Animations: 3rd party
- Easing
- Demo: Fade out/Delay
- Demo: Triggering events
- Demo: jQuery queue method
- Demo: Queuing multiple events
- Summary

jQuery Canvas
- Introduction
- jQuery Canvas
- Demo: Creating a canvas
- Demo: Drawing on the canvas
- Demo: Multiple drawing calls
- Demo: Drawing patterns
- Demo: Using drawing patterns
- Demo: Troubleshooting drawing
- Summary

Animating the Canvas
- Introduction
- Animating on the Canvas
- Utilizing layers
- Colors in the jQuery Canvas
- Demo: Creating a layer
- Demo: Animating a layer
- Demo: Chaining animation
- Summary