

JavaScript for Designers, Part 2: Operator & Array

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Prerequisites: This course assumes very little familiarity with JavaScript. This course is part of a 6 part learning series. The courses should be taken in the following order; JavaScript for Designers: Overview & Language; JavaScript for Designers: Operators, Variables, & Arrays; JavaScript for Designers: Functions, Objects, & Methods; JavaScript for Designers: Scope, Hoist, Pitfalls, & HTML; JavaScript for Designers: DOM, jQuery, Functions, & OOP and JavaScript for Designers: Closures, Methods, & Libraries.

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Course description: In this 6 part learning series you'll learn about JavaScript. JavaScript is a web scripting language that allows you to build dynamic web pages and add interactivity to your site. The course covers very basic JavaScript techniques and terminology all designed to give you a solid grounding in JavaScript's capabilities and concepts. It starts with the basic elements of the JavaScript language and builds up to working with JavaScript in the browser. You will learn how to alter site content, add behaviors like clicks and key presses, and commands for interacting with a web server.

Course outline:

JavaScript Operators

• Summary

- Introduction
- Numeric & Post Fix Operators
- Prefix & Assignment Operators
- typeof & Delete Operators
- Ternary & Unary Plus Operators
- Summary

Variables & Statements

- Introduction
- JavaScript Variables
- Declare Your Variables
- JavaScript Functions
- Declare Functions
- Test Individual Elements
- Summary

JavaScript Arrays

- Introduction
- Declare Arrays
- Array Constructor Method
- Slice & Splice Methods
- Push and Pop Editing Methods
- For Each & For Loop Methods
- Map, Reduce, & Filter Methods
- Summary

JavaScript Control Structures

- Introduction
- While and Do While Statements
- If and If Else Statements
- For Loop
- Switch Statement