

JavaScript For Designers, Part 4: Scope & HTML

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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:

This Keyword, Scope & Hoisting

- Introduction
- This Keyword
- Copying Methods
- Global and Function Scope
- Hoisting
- Closures
- Summary

- Remove Child Method
- Summary

Common Pitfalls

- Introduction
- Global Variable Dependencies
- Automatic Semicolon Insertion
- JavaScript Types
- Hoisting
- JavaScript: The Good Parts
- Summary

JavaScript in the Browser

- Introduction
- JavaScript Console
- The Alert Function
- The Document Onload
- Add Dynamic Behaviors
- Document Object Model (DOM)
- Summary

Accessing & Altering HTML

- Introduction
- Access Elements of an HTML Doc
- Add a Class to an Element
- Query Selector Command
- Create New Elements