JavaScript For Designers, Part 5: DOM & OOP

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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:

DOM Events and jQuery Intro
• Introduction
• Event Listeners
• Event Propagation
• Register a Single Listener
• Submit Event Listener
• jQuery Library Introduction
• jQuery Objects & Methods
• Simulating Interactions
• Summary

Functions and Callbacks
• Introduction
• JavaScript Functions
• Call a Newly Defined Function
• Callback Function
• Publish & Subscribe Pattern
• Call, Apply, and Bind Methods
• Summary

Object Oriented Programming
• Introduction
• OOP Overview
• New Keyword
• Inheriting Behaviors
• Multiple Inheritance
• OOP Wrap Up
• Summary

Object Create Method
• Introduction
• Define a Class
• New Keyword Constructor

• Define an Analog Display
• Log Properties to Console
• The Delete Operator
• Summary