JavaScript For Designers, Part 6: Closures

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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 Closures
- Introduction
- JavaScript Scoping Recap
- Using Closures
- Run the Code Sample
- Summary

Extending & Method Chaining
- Introduction
- Extend JavaScript Objects
- Add Function As a Method
- Method Chaining
- Turn DOM Element into jQuery
- Summary

Strict Mode
- Introduction
- The Purpose of Strict Mode
- Enable Strict Mode
- Strict Mode Inside a Function
- Summary

JavaScript Libraries
- Introduction
- Underscore.js
- jQuery UI Widgets and D3
- CoffeeScript
- Summary

Best Practices
- Introduction
- JS Lint and JS Hint
- Coffee Script
- JavaScript Definitive Guide
- JavaScript Enlightenment
- JavaScript The Good Parts
- Summary