

# JavaScript Fundamentals for Non-Programmers



**Course Duration:** 5 days

## Description

This is an intensive five day course that covers the features of JavaScript and compares JavaScript with other technologies, such as Java. The course covers the fundamentals of JavaScript programming, JavaScript variables, operators, loops, and conditional statements.

## Audience

This course is designed for web authors who plan, design and implement web-based business solutions on Intranets, Extranets and the Internet. The student must have prior experience in HTML and designing web sites.

## Prerequisites

Familiarity with Internet terms, designing web sites and experience with HTML forms.

## Objective

Upon completion of this course, the student will be able to:

- List the features of JavaScript
- List the various implementations of JavaScript
- Compare Java and JavaScript
- List the various object-based programming features
- Differentiate between JavaScript and object-oriented programming
- Identify the basic elements of JavaScript
- Embed JavaScript code into an HTML document
- List the datatypes supported by JavaScript
- Declare variables in JavaScript by using the `var` statement
- List the various operators used in JavaScript
- Create dialog boxes
- Use the `if...else` conditional statements
- define JavaScript functions
- return values from a function and use recursive functions

## Course Outline:

1. **Getting Started**
  - Introducing JavaScript
  - Java vs JavaScript
  - JScript vs JavaScript
  - What can JavaScript do and not do
  - Combining JavaScript and HTML
  - Commenting JavaScript code
2. **Object-Based Programming**
  - Using predefined objects in JavaScript
3. **Working With Data**
  - JavaScript data types
  - Defining and using variables

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- Using operators
4. **Interacting With The User**
    - What are dialog boxes?
    - The `alert()` method
    - The `document.write()` method
  5. **Functions and Events**
    - What is a function?
    - What is an event?
    - List of events associated with a particular object
    - Calling a function
    - Creating unique functions
    - Using functions
    - Defining a function – passing variable parameters
  6. **Complex Comparisons**
    - The `if...else` constructs
    - The `switch` multiple-selection structure
    - Using operators (arithmetic, logical, comparison, conditional)
    - Form validation