

INEW 1078 Course Syllabus

1. Name of Course: Beginning Javascript & jQuery

2. Number of Clock Hours: 56

3. Course Description:

This hands on Javascript & jQuery training course provides the knowledge necessary to design and develop dynamic Web pages using Javascript & jQuery. It introduces students to Javascript & jQuery and how the languages can be used to turn static XHTML pages into dynamic, interactive Web pages. Students will learn the syntax of the Javascript & jQuery languages and how client-side scripts interact with server-side programs.

Prerequisites: Previous HTML and CSS experience.

4. Course Objectives

After completing this course, students will be able to:

- The basics of programming, from variables to types to looping
- How the web browser runs your code, and how you can talk to the browser with your code
- Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code
- How to use the Document Object Model to change your web pages without making your users click buttons
- Use jQuery with the DOM to overcome the limitations of HTML and CSS
- Learn how jQuery selectors and actions work together
- Write functions and wire them to interface elements
- Use jQuery effects to create actions on the page
- Make your pages come alive with animation
- Build interactive web pages with jQuery and Ajax
- Build forms in web applications

5. Rationale:

Upon completion of this course, students will have a better understanding of building web sites utilizing up-to-date coding practices in use today.

6. Required Materials:

1. Head First Javascript by Michael Morrison , [O'Reilly Media](#); 1 edition (January 11, 2008), ISBN-10: 0596527748, ISBN-13: 978-0596527747.
2. Head First jQuery by Ryan Benedetti & Ronan Cranley, O'Reilly Media; 1 edition (September 29, 2011), ISBN-10: 1449393217, ISBN-13: 978-1449393212

7. Evaluation

Those who participate in class discussions, complete course lab work, and miss no more than three class meetings will be awarded 5.6 continuing education units.

8. Course Outline

Chapter 1, The Interactive Web

Chapter 2, Storing Data

Chapter 3, Exploring the Client

Chapter 4, Decision Making

Chapter 5, Looping

Chapter 6, Functions

Chapter 7, Forms and Validation

Chapter 8, Wrangling the Page

Chapter 9, Bringing Data to Life

Chapter 10, Creating Custom Objects

Chapter 11, Kill Bugs Dead

Chapter 12, Dynamic Data

Chapter 1: Getting Started with jQuery

Chapter 2: Selectors and Methods

Chapter 3: Events and Functions

Chapter 4: Web Page Manipulation

Chapter 5: Effects and Animation

Chapter 6: jQuery and JavaScript

Chapter 7: Custom Functions for Custom Effects

Chapter 8: jQuery and Ajax

Chapter 9: Handling JSON Data

Chapter 10: jQuery UI

Chapter 11: jQuery and APIs