HackerYou Course Syllabus
Advanced JavaScript and jQuery

CLASS 1

jQuery Plugins

Welcome to Advanced JavaScript and jQuery! Today we'll learn how to install and read documentatino for plugins. You'll learn about flex slider, and we'll cover table sorters and colour pickers.

CLASS 2

Best Practices, Code Organization and jQuery UI

As you become more comfortable writing jQuery code, it's a good idea to learn some best practices to help your code be more efficient and organized. Today we'll cover some of the best techniques.

CLASS 3

HTML5 Video and Audio

Let's expand your HTML5 knowledge with video and audio. If you're wondering why you haven't learned these before, it's because although they're HTML, they're actually controlled by JavaScript!

CLASS 4

Hardware Access

jQuery is just one small part of the JavaScript landscape. There are a lot of other tools that can help us accomplish our tasks. Today we'll learn about how you can allow programs to access a user's webcam and microphone.

CLASS 5

Mapping and GeoLocation

Browsers are neat because they can give us the geolocation of a user, and there are a few ways to do this. Today we'll also look at Google Maps and learn to style its API.

CLASS 6

Introduction to Ajax + APIs

What's an API? An "Application Programming Interface" is a fancy way of saying: a service that lets two websites talk to each other. Today, let's get chatty on the web!

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CLASS 7

Ajax + APIs II

Learning how an API works can take some time. But well-made APIs have a lot of examples and documentation to help you get started. Today, we'll learn how to read that documentation.

CLASS 8

PROJECT ONE

Project III + Promises

Welcome to the final project! This project will encompass everything we've learned so far, so you can be as creative as you want. In this class, we'll also learn about Promises, which are a way for JavaScript to listen for something that needs to be done.

CLASS 9

Review/Worktime

As students prepare their final project, today's a chance for class-directed review and project work time.

CLASS 10

HTML5 Canvas

Students will learn how to utilize the Canvas tag in HTML to draw on the page.

CLASS 11

Firebase

Students will get an introduction to Firebase (a backend as a service platform) that allows you to have persistent data. This is an important component to creating more robust applications.

CLASS 12

Charting

In our final class, students will learn how to use a popular charting tool to display their data in a meaningful way.

There will be one project in Advanced JavaScript & jQuery.

PROJECT THREE
This project will encompass everything we've learned so far. This is your time to push yourself and show off what you've learned. Your only requirement is to challenge yourself!