

# HackerYou Course Syllabus

## Intro to JavaScript and jQuery

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### CLASS 1

#### Intro to JavaScript

Welcome to Intro to JavaScript & jQuery! Today we'll go over what programming languages are, JS syntax, variables, and script tags. We'll also poke around and get comfortable in the Chrome Dev Tools console.

### CLASS 2

#### Control Flow and Loops

In this class we are all about loops, 'if statements' and Booleans.

### CLASS 3

#### Functions

What's a function, and how is it used? Today we'll review built-in functions, and learn how to create and call our own functions.

### CLASS 4

#### Objects

What's the difference between an array, and an object? We'll dive into other types of objects, arrays, and Booleans today.

### CLASS 5

#### Arrays and Advanced Arrays

Today we'll learn all about arrays! We'll cover creating, sorting, adding, removing, splitting and merging arrays. In the second half of the class, we'll cover more advanced topics such as mapping, filtering, and reducing arrays.

### CLASS 6

#### Project 1

Our first project will call upon everything you've learned so far, including control flow, types, built-in and custom functions, objects, and arrays.

Students can build an app from an existing list, or can create your own!

### CLASS 7

#### Introduction to jQuery

Why should we use jQuery? Today we'll give you an overview of when, where and how you can use jQuery on your pages.

### CLASS 8

#### jQuery II

Getting comfortable with exploring jQuery will include learning events and effects, and working in the jQuery API.

PROJECT ONE

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### CLASS 9

ONE

#### jQuery III

Now that you're more comfortable with jQuery, we'll learn data attributes and utility methods, and you'll learn how to create and append elements using jQuery.

### CLASS 10

PROJECT TWO

#### Project II

Our next project will focus on using jQuery to interact with the user's interface. Students can build their own project that incorporates both the jQuery library, and interacts with the HTML (such as a click).

### CLASS 11

#### Transforming Data

When working with data, we often need to tweak and bend it to our needs. Not every array is exactly what we need for every purpose, so in this class, we'll learn native methods and external libraries that help us accomplish this task!

### CLASS 12

#### Developer Tools Extended

To wrap up our intro course, we'll dive deeper into the Dev Tools available at your disposal. These are powerful tools that can help you better debug your websites and applications.

There will be two projects in Introduction to JavaScript & jQuery.

#### PROJECT ONE

Your first project will compile everything you've learned so far! Because it's early on in the course, this project will seem limiting, and we intend it to be! We want you to get comfortable with the core concepts of JavaScript before diving into the HTML interface (project two). Some example projects include: a rock, paper, scissors app, a name generator, or a calorie intake calculator.

#### PROJECT TWO

For this second project, you will build an app that uses the jQuery library, and interacts with HTML using events (such as a click!). This project will focus on the integration of jQuery and HTML, so it should be visually-appealing, as well as capable of taking input from the user. Example projects include: invoicing system, flashcard game, or a break timer.