

HackerYou Course Syllabus

Intro to JavaScript and jQuery

WEEK 1

Intro to JavaScript & Control Flow and Loops

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

WEEK 2

Functions & Objects

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.

We'll also learn the difference between an array and an object, and we'll dive into other Booleans today.

WEEK 3

PROJECT ONE

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.

We will also introduce the first project, which 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!

WEEK 4

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.

We'll get comfortable exploring jQuery including learning events and effects using the jQuery API.

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WEEK 5

PROJECT TWO

jQuery & Project 2

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.

We'll also start our next project, which 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).

WEEK 6

Transforming Data & Developer Tools Extended

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!

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.

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.