

uCertify

Course Outline

CIW: JavaScript Specialist



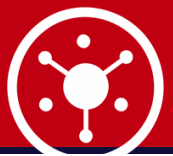
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Lesson



Practice test



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Here's what you get

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Here's what you get

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1. Course Objective

Prepare for CIW 1D0-635 exam by CIW JavaScript Specialist course. The course covers all the objectives of the 1D0-635 exam which are JavaScript language essentials, including program flow control, form validation, image animation, frame targeting and cookie creation; JavaScript code development, including writing programs and writing script for the JavaScript object model; website implementation, including authoring and scripting, Web content creation, Web management and digital media tools; and much more.

2. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

3. Exercises

There is no limit to the number of times learners can attempt these. Exercises come with detailed remediation, which ensures that learners are confident on the topic before proceeding.

230
EXERCISES

4. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.



513

QUIZZES

5. Flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



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FLASHCARDS

6. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.



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GLOSSARY OF
TERMS

7. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

8. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

9. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assignments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

10. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's

finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 5 years:

- **2014**

1. Best Postsecondary Learning Solution

- **2015**

1. Best Education Solution
2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas

3. Best Learning Relationship Management Solution

11. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Introduction to JavaScript

- Introduction to Scripting
- JavaScript Characteristics
- JavaScript and Common Programming Concepts
- JavaScript Flavors and Versions
- Server-Side vs. Client-Side Applications
- Annotating Your Code with Comments
- Lesson Summary
- Optional Lab

Chapter 2: Working with Variables and Data in JavaScript

- Using JavaScript to Communicate with the User
- Using Data More Than Once: Variables
- JavaScript Expressions
- JavaScript Operators
- Inline Scripting, Simple User Events, and Basic Event Handlers
- JavaScript Keywords and Reserved Words
- Lesson Summary

- Optional Lab

Chapter 3: Functions, Methods and Events in JavaScript

- Introduction to Functions
- Defining a Function
- Calling a Function
- User Events and JavaScript Event Handlers
- Methods as Functions
- Lesson Summary
- Optional Lab

Chapter 4: Controlling Program Flow in JavaScript

- Controlling Decisional Program Flow
- The if...else Statement
- The while Statement
- The do...while Statement
- The for Statement
- The break Statement
- The continue Statement

- The switch Statement
- Lesson Summary
- Optional Lab

Chapter 5: The JavaScript Document Object Model (DOM)

- The JavaScript Document Object Model (DOM)
- The window Object
- The document Object
- The with Statement
- The image Object
- The history Object
- The location Object
- The navigator Object
- Lesson Summary
- Optional Lab

Chapter 6: JavaScript Language Objects

- Introduction to JavaScript Language Objects

- The String Object
- Evaluating Strings
- JavaScript Regular Expressions
- The Array Object
- The Date Object
- Setting and Extracting Time Information
- The Math Object
- Lesson Summary
- Optional Lab

Chapter 7: Developing Interactive Forms with JavaScript

- Interactive Forms
- Overview of Form Elements
- Referring to Form Elements
- The form Object
- The button Object
- The checkbox Object
- The text and textarea Objects

- The radio Object
- The select Object
- Form Validation
- Lesson Summary
- Optional Lab

Chapter 8: JavaScript Security

- Introduction to JavaScript Security Issues
- Browser vs. Operating System
- Browser-Specific Security Issues
- Browser Compatibility and Client-Side Detection
- Script Blocking
- Differences in document.write Among Browsers
- Malicious and Accidental Coding
- Frame-to-Frame URL Changing
- Signed Scripts
- Cross-Site Scripting (XSS)
- Cookies and Security in JavaScript

- Creating Secure JavaScript Code
- Lesson Summary
- Optional Lab

Chapter 9: Custom JavaScript Objects

- Creating Custom Objects
- Creating a JavaScript Object: The Constructor
- Creating an Instance of a Custom Object
- Creating Object Methods
- Creating Functions for Your Objects
- Lesson Summary
- Optional Lab

Chapter 10: Changing X/HTML on the Fly

- Changing X/HTML on the Fly
- Using the getElementById Method
- Using the getElementsByName Method
- Using the getElementsByTagName Method
- Modifying Attributes within the DOM

- Appending Text to the DOM
- Lesson Summary
- Optional Lab

Chapter 11: JavaScript Libraries

- Introduction to JavaScript Libraries
- Choosing a Code Library
- External and Pre-Made Scripts
- Loading Your First Library
- Using JavaScript Library Plug-ins
- Best Practices with JavaScript Libraries
- Copyright Issues and JavaScript
- Lesson Summary
- Optional Lab

Chapter 12: JavaScript and AJAX

- Introduction to AJAX
- Introduction to XML

- Interactions Among JavaScript, XML and XHTML
- Using AJAX Scripts
- AJAX and Servers
- AJAX and Databases
- Usability Issues with AJAX
- Combining AJAX with Libraries
- Alternatives to XML-based AJAX
- Lesson Summary
- Optional Lab

Chapter 13: Debugging and Troubleshooting JavaScript

- What Is Debugging?
- Tools for Debugging Code
- Testing Code in Various Browsers
- Debugging Logic Errors
- JavaScript and Mobile Devices
- Lesson Summary
- Optional Lab

Chapter 14: Appendix A: CIW JavaScript Specialist Objectives and Locations

Chapter 15: Appendix B: XHTML 1.0 / HTML 4.01 Elements and Attributes

Chapter 16: Appendix C: JavaScript and Active Content

- Java Applets

Chapter 17: Appendix D: JavaScript Operator Precedence

Chapter 18: Appendix E: Pass By Value and By Reference in JavaScript

- Pass By Value vs. Pass By Reference

Chapter 19: Appendix F: The JavaScript sort() Method and Arrays

- The sort() Method

Chapter 20: Appendix G: JavaScript and Image Maps

- Creating Image Maps with X/HTML

Chapter 21: Appendix H: Complex Custom Objects in JavaScript

- Creating Complex Custom Objects in JavaScript

Chapter 22: Appendix J: Metadata and the Web

- Metadata

Chapter 23: Appendix K: Color Names and Values

Chapter 24: Appendix L: X/HTML Frames and JavaScript

- Targeting Frames in X/HTML
- Targeting Windows with JavaScript
- Windows, Functions and Variables

Chapter 25: Appendix M: JavaScript Resources

- Online Resources

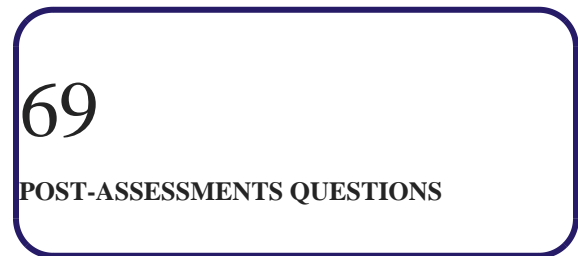
Chapter 26: Appendix N: Works Consulted

- Books
- Online Resources

12. Practice Test

uCertify provides full length practice tests. These tests closely follow the exam objectives and are designed to simulate real exam conditions. Each course has a number of test sets consisting of hundreds of items to ensure that learners are prepared for the certification exam.

Here's what you get



Features

Full Remediation

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Learn, Test and Review Mode

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

13. Live Labs

Live-Lab is a real computer equipment, networked together and conveniently accessible over the internet using virtualization. A live-lab has equipments such as a computer, server, switch or router in it that a user is free to configure.

The benefits of live-labs are:

- Exam based practical tasks
- Real equipment, absolutely no simulations
- Access to the latest industry technologies
- Available anytime, anywhere on any device
- Break and Reset functionality
- No hardware costs

Lab Tasks

Introduction to JavaScript

Working with Variables and Data in JavaScript

Functions, Methods and Events in JavaScript

Controlling Program Flow in JavaScript

The JavaScript Document Object Model (DOM)

JavaScript Language Objects

Developing Interactive Forms with JavaScript

JavaScript Security

Custom JavaScript Objects

Changing X/HTML on the Fly

JavaScript Libraries

JavaScript and AJAX

Debugging and Troubleshooting JavaScript

Appendix A: CIW JavaScript Specialist Objectives and Locations

Appendix B: XHTML 1.0 / HTML 4.01 Elements and Attributes

Appendix C: JavaScript and Active Content

Appendix D: JavaScript Operator Precedence

Appendix E: Pass By Value and By Reference in JavaScript

Appendix F: The JavaScript sort() Method and Arrays

Appendix G: JavaScript and Image Maps

Appendix H: Complex Custom Objects in JavaScript

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Appendix L: X/HTML Frames and JavaScript

Appendix M: JavaScript Resources

Appendix N: Works Consulted

Here's what you get

14. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

Have Any Query? We Are Happy To Help!

GET IN TOUCH:

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■ www.uCertify.com