

# uCertify

## Course Outline

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### JavaScript for Absolute Beginners



Lesson



Practice test

## Contents

1. Course Objective
2. Pre-Assessment
3. Exercises, Quizzes, Flashcards & Glossary
  - Number of Questions
4. Expert Instructor-Led Training
5. ADA Compliant & JAWS Compatible Platform
6. State of the Art Educator Tools
7. Award Winning Learning Platform (LMS)
8. Chapter & Lessons
  - Syllabus
  - Chapter 1: Representing Data with Values
  - Chapter 2: Type Conversion
  - Chapter 3: Operators
  - Chapter 4: Controlling Flow
  - Chapter 5: Member Inheritance
  - Chapter 6: Functions and Arrays
  - Chapter 7: Traversing and Modifying the DOM Tree
  - Chapter 8: Scripting CSS
  - Chapter 9: Listening for Events
  - Chapter 10: Scripting BOM
  - Chapter 11: Video Tutorials
- Videos and How To
9. Practice Test
  - Here's what you get

Features

10. Post-Assessment

## 1. Course Objective

Learn JavaScript programming techniques with JavaScript for Absolute Beginners course. This JavaScript training covers the most basic and important topics of Java programming such as operators, flow control, type conversions, member inheritance, and many more. The JavaScript tutorial also provides knowledge and skills on topics such as functions, arrays, scripting CSS, scripting BOM, listening of events, traversing, and modifying the DOM tree with its interactive learning resources.

## 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.

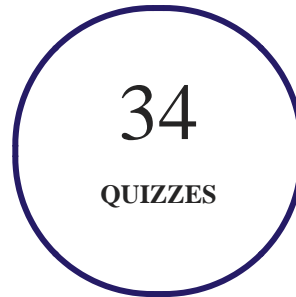
## 3. Exercises

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.

100  
EXERCISES

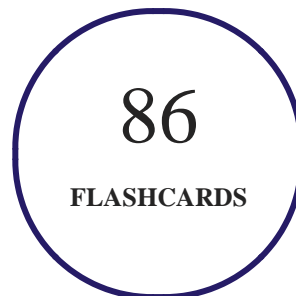
## 4. Quizzes

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.



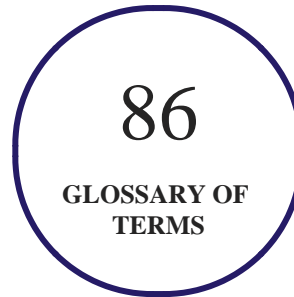
## 5. Flashcards

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.



## 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.



## 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 assessments. 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 7 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

- **2019**

1. Best Virtual Learning Solution
2. Best Content Authoring Development or Curation Solution
3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning 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: Representing Data with Values

- What Are Value Types?
- Creating a String Literal
- Creating a Number Literal
- Creating a Boolean Literal
- Naming a Value with an Identifier
- Creating an Object Literal
- Creating an Array Literal
- Creating a Function Literal
- Summary

### Chapter 2: Type Conversion

- String Members

- Explicitly Creating Wrappers
- Converting a Value to Another Type
- Summary

## Chapter 3: Operators

- Introducing Operator Precedence and Associativity
- Using JavaScript Operators
- Summary

## Chapter 4: Controlling Flow

- Writing an if Condition
- Taking One of Several Paths with a Switch
- Writing a while Loop
- Writing a do while loop
- Writing a for Loop
- Enumerating Members with a for in Loop
- Snappier Conditionals
- Snappier Loops

- Summary

## Chapter 5: Member Inheritance

- Creating Objects with a Constructor
- Classical Inheritance
- Prototypal Inheritance
- Cloning Members
- Mixins
- Summary

## Chapter 6: Functions and Arrays

- Why Use Functions?
- Functions Are Values
- Function Members
- Conditional Advance Loading
- Lazy Loading
- Recursion
- Borrowing Methods with `apply()` or `call()`

- Currying
- Chaining Methods
- Closure and Returning Functions
- Passing a Configuration Object
- Callback Functions
- Memoization
- Global Abatement with Modules
- Arrays
- Summary

## Chapter 7: Traversing and Modifying the DOM Tree

- DOM Tree
- Summary

## Chapter 8: Scripting CSS

- DOM Interfaces for Working with CSS
- Clarifying Some CSS Jargon
- Downloading the Sample Files

- Querying a Style Attribute
- Scripting Classes
- Scripting Rules
- Scripting Imported Style Sheets
- Adding or Deleting a Rule
- Querying Overall Styles from the Cascade
- Enabling and Disabling Style Sheets
- Including or Importing Style Sheets
- Embedding a Style Sheet
- Summary

### Chapter 9: Listening for Events

- Working with the Event Object
- Downloading Project Files
- Advance Conditional Loading
- Telling JavaScript to Stop Listening for an Event
- Preventing Default Actions from Taking Place

- Preventing an Event from Traversing the DOM Tree
- Writing Helper Functions
- Sliding Sprites
- Drag-and-Drop Behavior
- Swapping Skins by Key
- Initiating Behaviors When the DOM Tree Is Available
- Fighting Global Evil
- Summary

### Chapter 10: Scripting BOM

- Downloading the Project Files
- Remembering Visitor Data with Cookies
- Animating with Timers
- Writing Dynamic Pages Using Ajax
- Yielding with Timers
- Converting function declarations to expressions
- Summary

## Chapter 11: Video Tutorials

- Training Videos of JavaScript

## Videos and How To

uCertify course includes videos to help understand concepts. It also includes How Tos that help learners in accomplishing certain tasks.

**35**  
VIDEOS

**09:01**  
HOURS

## 12. Practice Test

### Here's what you get

**15**  
PRE-ASSESSMENTS  
QUESTIONS

**2**  
FULL LENGTH TESTS

**40**  
POST-ASSESSMENTS  
QUESTIONS

## 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. 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.

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