

Learn Javascript Quickly: Build Fun, Interactive, and Dynamic Web Apps and Games

In today's digital landscape, Javascript has emerged as an indispensable tool for web developers, enabling them to create engaging and dynamic online experiences. From interactive web applications to captivating games, Javascript empowers you to bring your ideas to life and captivate your audience.

This comprehensive guide is designed to take you on an immersive journey through the world of Javascript, transforming you from a beginner into a proficient web developer. With step-by-step instructions, real-world examples, and a focus on hands-on learning, you'll master the fundamentals of Javascript and unlock your potential for building exceptional web applications and games.



JavaScript from Beginner to Professional: Learn JavaScript quickly by building fun, interactive, and dynamic web apps, games, and pages by Rob Percival

★★★★☆ 4.7 out of 5

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Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 544 pages



Chapter 1: Javascript Fundamentals

Logical Operator Reference

&& AND		OR		! NOT	
Expression	Is	Expression	Is	Expression	Is
true && true	true	true true	true	!true	false
true && false	false	true false	true	!false	true
false && true	false	false true	true		
false && false	false	false false	false		

In this chapter, we'll lay the foundation for your Javascript journey by exploring the core concepts that underpin this powerful language. You'll learn about:

- * Variables and Data Types: Understand how to store and manipulate data in Javascript, including primitive data types and complex data structures.
- * Operators: Master the various operators available in Javascript, such as arithmetic, assignment, and logical operators, to perform calculations and control program flow.
- * Control Flow: Gain a deep understanding of control flow statements, such as if-else, loops, and switch statements, to guide the execution of your code.

Chapter 2: DOM Manipulation and Events

User Input Validation and Exception Handling

incl. Creating your own Exceptions



with Moose Malley

The Document Object Model (DOM) represents the structure of a web page, and Javascript provides a powerful set of tools for interacting with the DOM. In this chapter, you'll discover:

* DOM Manipulation: Learn how to select, create, modify, and remove elements from the DOM, giving you full control over the appearance and functionality of your web page. * Event Handling: Explore how to handle user interactions, such as clicks, mouse movements, and keyboard input, to make your web applications responsive and engaging.

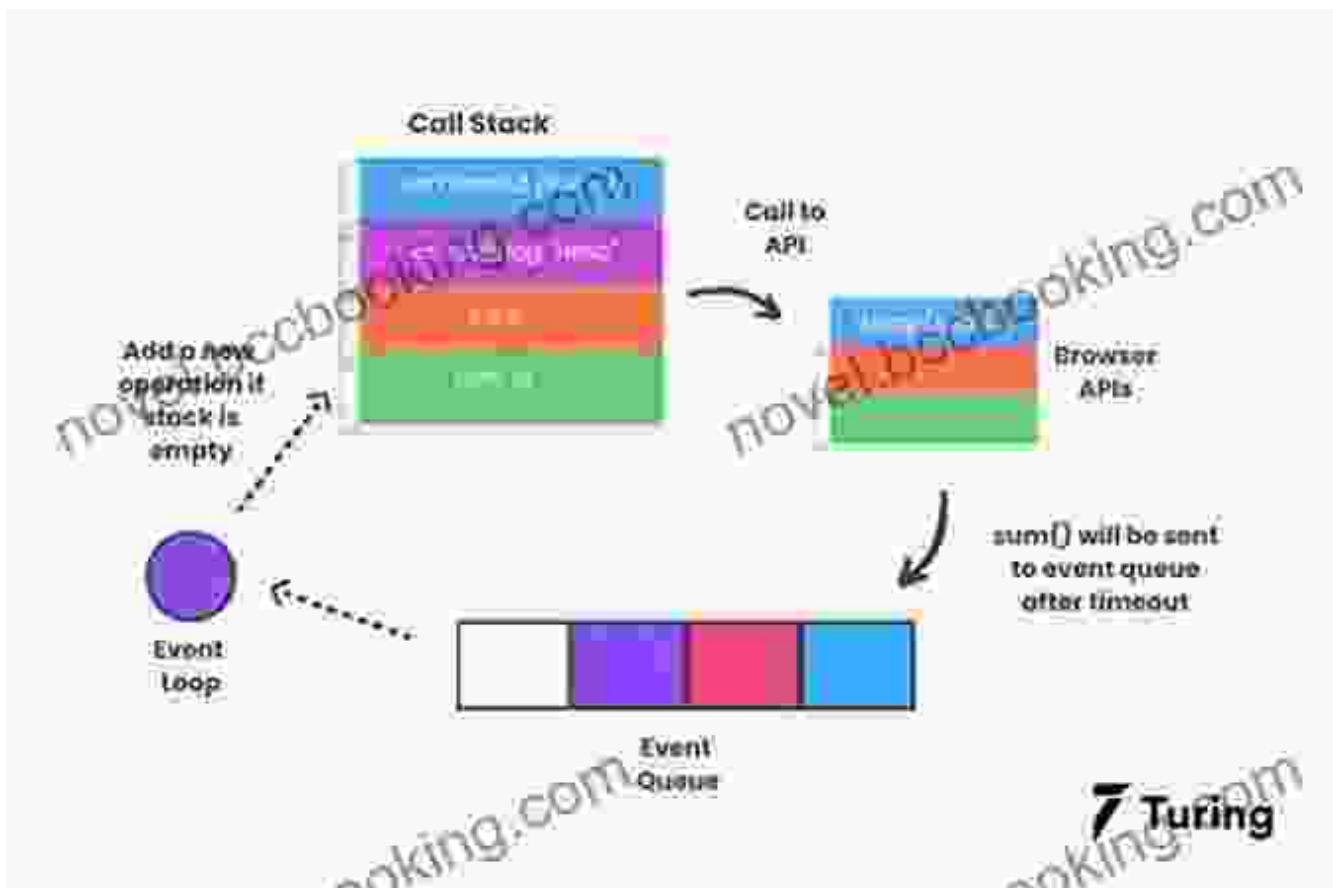
Chapter 3: Functions and Objects



Functions and objects are essential for organizing and structuring your code, making it easier to manage complexity and improve code reusability. In this chapter, you'll dive into:

- * Functions: Learn how to define, call, and pass arguments to functions, enabling you to encapsulate code and perform specific tasks.
- * Objects: Explore the concept of objects in Javascript, including how to create, access, and modify object properties and methods, to represent data and model real-world entities.

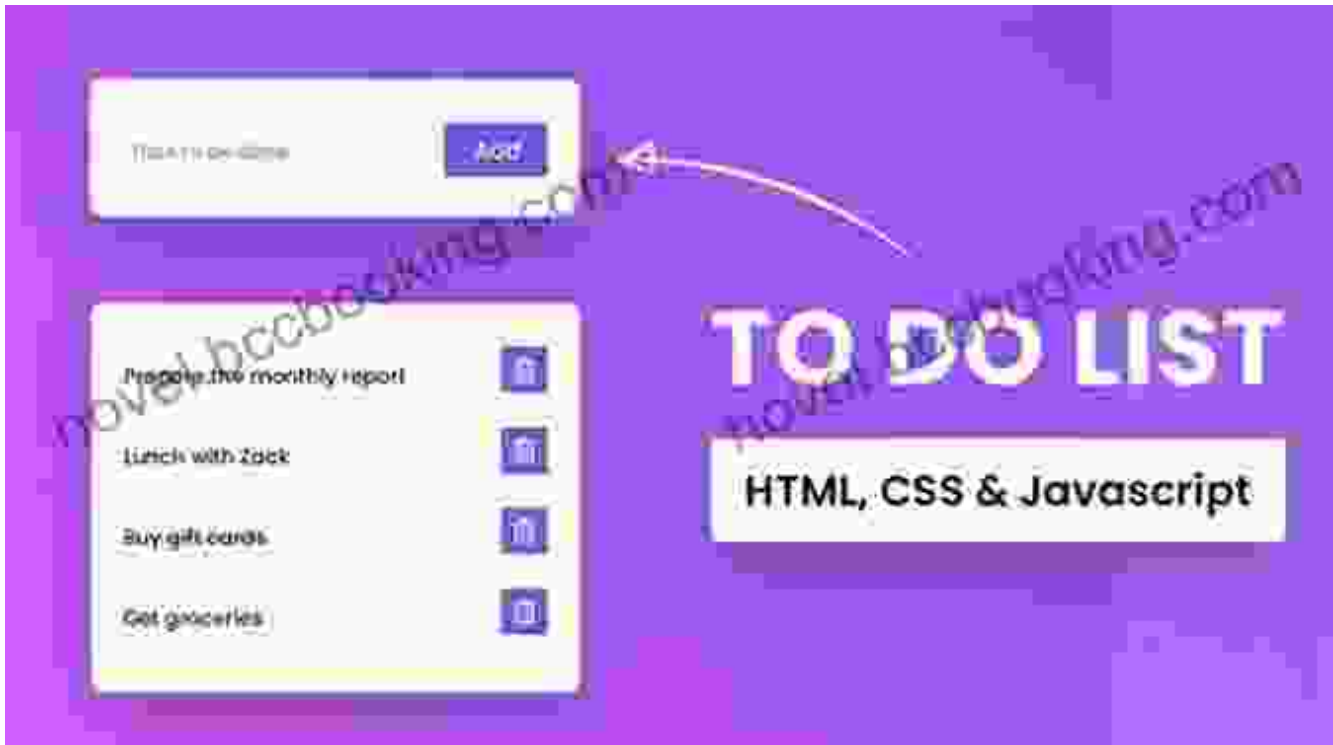
Chapter 4: Asynchronous Programming



Asynchronous programming is a crucial technique in Javascript, allowing you to handle tasks that take time to complete without blocking the main thread. In this chapter, you'll discover:

- * Promises: Learn how to use promises to represent and handle asynchronous operations, making your code more readable and manageable.
- * Callbacks: Explore the concept of callbacks and how they are used to handle asynchronous events, enabling you to execute code when a specific operation is complete.

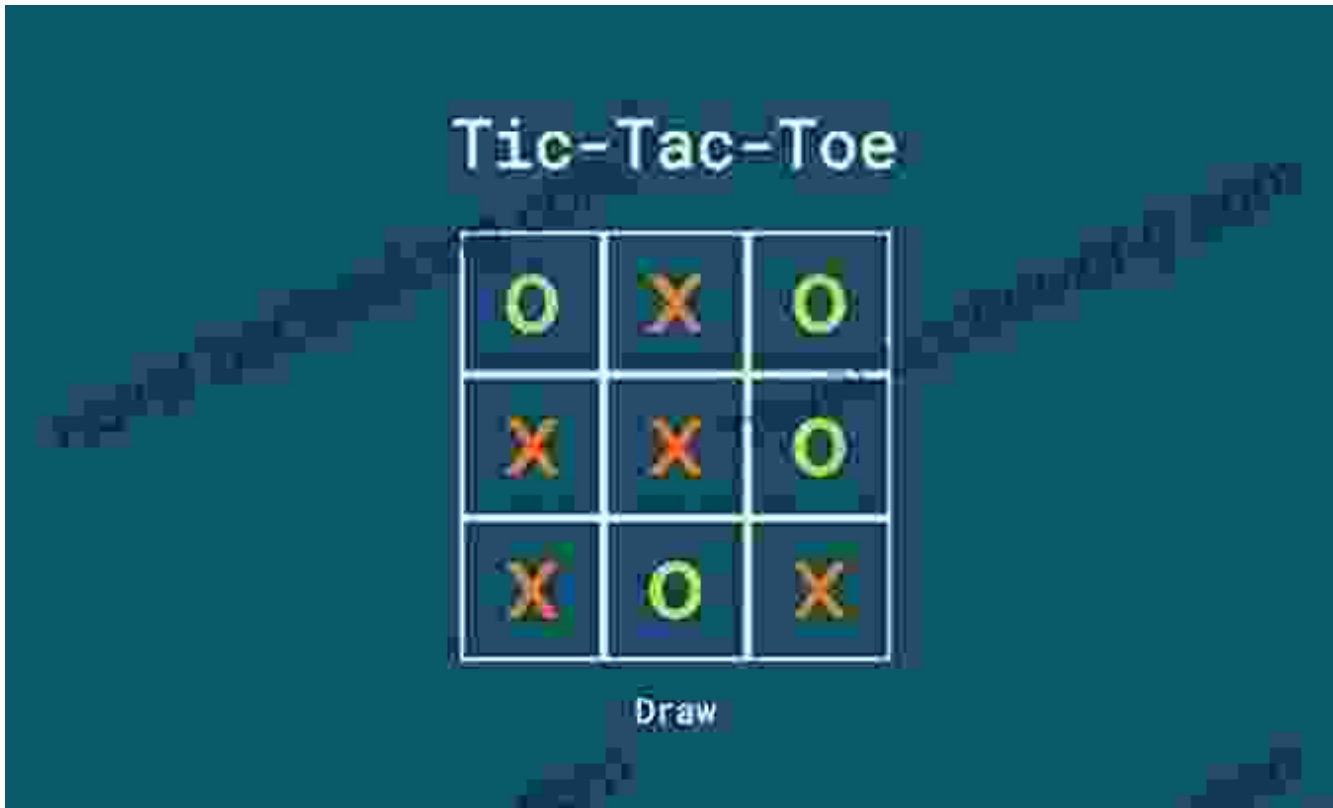
Chapter 5: Building a Basic Web App: A To-Do List



Now that you've mastered the fundamentals, it's time to put your skills to the test. In this chapter, you'll embark on building a basic to-do list web app that will showcase your understanding of Javascript concepts. You'll learn:

- * Page Structure: Understand how to structure an HTML page and link it to a Javascript file to create a cohesive web application.
- * Data Storage: Explore how to use local storage to persistently store data in the user's browser, ensuring that your to-do list remains intact even after the browser is closed.
- * User Interface: Learn how to create a user-friendly interface for your to-do list, including adding tasks, marking them as complete, and filtering the list.

Chapter 6: Building a Game: Tic-Tac-Toe



What better way to showcase your Javascript prowess than by building a classic game? In this chapter, you'll create a fully functional tic-tac-toe game that will challenge your skills and provide a tangible demonstration of your abilities. You'll delve into:

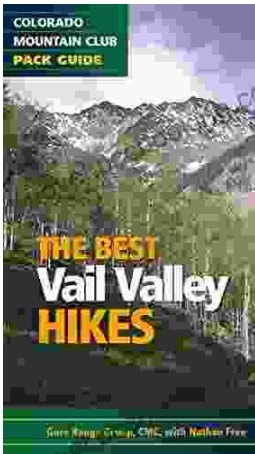
* Game Logic: Understand the core game logic behind tic-tac-toe, including checking for wins, draws, and handling player turns. * User Interaction: Explore how to enable user interaction with the game board, allowing players to place their moves and receive feedback. * Game State Management: Learn how to manage

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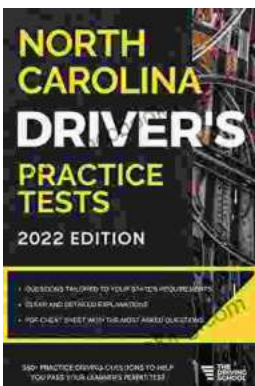


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