Certified Entry-Level JavaScript Programmer

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Module 1: Introduction to JavaScript and Computer Programming

- How to communicate with the computer?;
- What is JS?;
- JS Advantages and Limitations;
- Where is JS used today?;
- Development tools;
- Online development environment;
- Local development environment (code editor, interpreter, debugger);
- How can you run your JavaScript code?;
- Executing the code directly in the console.

Module 2: Variable, Data Types, Type Casting and Comments

- Naming, declaring and initializing variables;
- Declarations and strict mode;
- Changing variable values;
- Constants;
- Scope (blocks, shadowing, hoisting);
- Data types in JS;
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- Primitive data types Number;
- Primitive data types BigInt;
- Primitive data types String;
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- Array the slice method;
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- Single-line comments;
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Module 3: Operators and User Interaction

- What are operators?;
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- Arithmetic operators;
- Arithmetic operators compound assignment operators;
- Logical operators;
- Logical operators compound assignment operators;
- String operators: concatenation and compound assignment;
- Comparison operators;
- Other JS operators (typeof, instanceof, delete, and ternary);
- Operator precedence;
- How to interact with the user in JavaScript?;
- Dialog boxes alert;
- Dialog boxes confirm;
- Dialog boxes prompt.

Module 4: Control Flow – Conditional Execution and Loops

- What is conditional execution?
- The if statement;
- The if-else statement;
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- The conditional operator;
- The switch–case statement;
- What are loops?;
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- The do-while loop;
- The for loop;
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Module 5: Functions

- What are functions?;
- Declaring functions;
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- Parameter validation;
- Recursion;

- Functions as first-class members;
- Function expressions;
- Synchronous callbacks;
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Module 6: Errors , Exception, Debugging and troubleshooting

- Errors the programmer's daily bread;
- Natural languages and communication errors;
- Errors vs exceptions;
- Errors without exceptions;
- Limited confidence;
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- Types of errors ReferenceError;
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- Conditional exception handling;
- The finally statement;
- The throw statement and custom errors;
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- The resume option;
- Code debugging without the debugger statement;
- The step over option;
- The step into option;
- The call stack option;
- Viewing and modifying variables;
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- TMeasuring code execution time