
Beginning jQuery

Duration: 4 Days Course Code: LO035405 Delivery Method: Virtual Learning

Overview:

jQuery is a cross-browser JavaScript library used to create dynamic web pages. It was written to make DOM manipulation (moving things around a web page) easier for developers. It uses JavaScript to assign HTML elements these attributes. Because it is a library of predefined functions, all you need to start using jQuery is a working knowledge of the syntax and a reference for the functions available to you.

jQuery has numerous advantages over other JavaScript libraries; some of them being that it is easy to start with, is cross browser-friendly, uses shorter code, has a considerable number of available plugins, and most of all, is easy to use with Ajax.

This means there is a considerable market of developers wanting to get into the world of jQuery.

Virtual Learning

This interactive training can be taken from any location, your office or home and is delivered by a trainer. This training does not have any delegates in the class with the instructor, since all delegates are virtually connected. Virtual delegates do not travel to this course, Global Knowledge will send you all the information needed before the start of the course and you can test the logins.

Target Audience:

This course is ideal for client-side JavaScript developers. You do not need to have any previous experience with jQuery.

Objectives:

- This course will show how you can integrate jQuery 3.0 into your web pages, avoid complex JavaScript code, create brilliant animation effects for your web applications, and create a flawless app.
 - By the end of the course, you will be able to successfully create a fully-featured and efficient single-page web application and leverage all the new features of jQuery 3.0 effectively.
 - Begin with configuring and customizing the jQuery environment and get hands-on with DOM manipulation. Learn to integrate jQuery with your favorite backend framework. Learn how the ECMAScript 6 features affect web development with jQuery. Discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0, along with sample code and examples.
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Prerequisites:

You do not need to have any previous experience with jQuery, although basic JavaScript programming knowledge is necessary.

You should know the basics of JavaScript, including variables, functions, and selecting DOM elements.

You should also have a basic knowledge of HTML5 and CSS3 syntax.

Content:

Lesson 1: Beginning with jQuery 3

- Making our First jQuery-Powered Web Page
- Using jQuery with Developer Tools

Lesson 2: Selecting Elements

- Understanding the DOM
- Exploring CSS Selectors
- DOM Traversal Methods
- Lesson 3: Handling Events
- Performing Tasks on Page Load
- Handling Simple Events
- Event Propagation
- Altering the Journey – The Event Object

Lesson 4: Styling and Animating

- Modifying CSS with Inline Properties
- Built-in Animation Effects
- Creating Custom Animations
- Simultaneous Versus Queued Effects

Lesson 5: Manipulating the DOM

- Manipulating Attributes and Properties
- DOM Tree Manipulation

Lesson 6: Working with Ajax

- Loading Data on Demand
- Passing Data to the Server
- Deferreds and Promises

Lesson 7: jQuery Plugins

- Using a Plugin
- jQuery UI
- jQuery Mobile

Lesson 8: Advanced Selectors, Traversing, and DOM Manipulation

- Selecting and Traversing Revisited
- Writing a Custom Selector Plugin
- Using HTML5 Data Attributes
- Revisiting Attribute Manipulation

Lesson 9: Advanced Events and Effects

- Event Delegation
- Defining Custom Events
- Interrupting Animations
- Multi-property Easing and Deferred Objects

Lesson 10: Advanced Ajax

- Fetching Data with CORS
- Using the jqXHR Object
- Extending Ajax Capabilities

Further Information:

For More information, or to book your course, please call us on Head Office 01189 123456 / Northern Office 0113 242 5931

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