

Assignment

W3Schools JavaScript Tutorial

JavaScript is an operating system and browser independent way to add behavior to your web pages. For this assignment you will work through the JavaScript tutorial at W3 Schools. You can find this tutorial at:

<http://www.w3schools.com/>

When you can pass the JavaScript Quiz with a score of 90% or better, you can consider this tutorial assignment complete. After you have completed the quiz, take a screen shot of your score and upload it to your online portfolio.

Assignment

JavaScript Tutorial for Beginners, Two

For this Assignment, complete Section Two of Javascript Tutorials for Beginner's at:

<http://homepage.ntlworld.com/kayseycarvey/index.html>

Section Two consists of fourteen brief tutorials.

Tutorial	Description
Setting up variables in Javascript	More about JavaScript variables.
Javascript and Textboxes	Using textboxes for user input.
Avoiding the NaN error message	Dealing with string and numerical variables.
Javascript IF Statements	JavaScript control structures.
Javascript IF ... ELSE Statements	More JavaScript control structures.
Using AND and OR	And more JavaScript control structures.
Javascript FOR Loops	Even more JavaScript control structures.
A Times Table Programme	Writing a basic JavaScript programme.
WHILE and DO Loops	More advanced control structures.
BREAK and SWITCH Statements	Control flow in JavaScript.
Javascript Arrays	JavaScript arrays.
The Index number of an Array	Working with JavaScript arrays.
Arrays and Loops - A Lottery Programme	Feeling lucky? A Lottery Programme.
How to Sort values in an Array	Working with arrays.

Table 1 Section Two Tutorials

Troubleshooting Resources include:

Your textbook

W3Schools JavaScript and DOM Tutorials

The NewBoston JavaScript Video Tutorials
Our Blackboard Discussion Group

Four Deliverables

Deliverable One

Work through the first three tutorials listed in Table One. Then, complete the exercise described in Section Two, Part Three, “Avoiding the NAN error message.” You can find a complete description of this exercise at:

<http://homepage.ntlworld.com/kayseycarvey/variables4.html>

Deliverable Two

Work through the next four tutorials listed in Table One. Then, complete the “Times Table Program” described at:

<http://homepage.ntlworld.com/kayseycarvey/jss2p8.html>

Deliverable Three

Work through Section Two Tutorials 9, 10, and 11. Then, complete the program described in “The Index Number of an Array.” Note: Be sure to prevent the undefined value from showing. This program is described at:

<http://homepage.ntlworld.com/kayseycarvey/arrays2.html>

Deliverable Four

Work through Section Two Tutorials 12, 13, and 14. Then, complete the program described in “Shuffling the numbers in an Array.” This program is described at:

<http://homepage.ntlworld.com/kayseycarvey/jss2p14.html>

Assignment

JavaScript Tutorials the New Boston Two

For this Assignment, you will complete several “NewBoston” JavaScript Tutorials from:

<http://thenewboston.org/list.php?cat=10>

This assignment consists of several brief tutorial programs.

Tutorial	Description
Global and Local Variables	Scoping JavaScript variables. (11/40)
Math Operators	Math and Math Operators. (12/40)
Assignment Operators	Assigning values. (13/40)
If Statement	Conditional statements and program flow. (14/40)
If/else Statement	Conditional statement utilizing multiple conditions. (15/40)
Nesting	Nesting conditional statements within conditional statements. (16/40)
Complex Conditions	Relational operators “&&” and “ ”. (17/40)
Switch	Selecting from several possible outcomes. (18/40)
For Loop	Looping until a fixed condition is met. (19/40)
While Loop	Looping code until a condition is met. (20/40)
Do While	Loops that are evaluated after the loop. (21/40)
Event Handlers (Review)	Firing events when certain activities occur. (22/40)
onMouseOver and onLoad (Review)	Specific events. (23/40)
Objects	Object orientated programming introduction. (24/40)
Creating our Own Objects	Create your own custom JavaScript objects with a constructor function. (25/40)
Object Initializers	Create your own custom JavaScript objects with an Initializer. (26/40)
Adding Methods to Our Objects	Creating custom methods for custom objects. (27/40)

Table 2 *New Boston Tutorials*

Before our next class, please work through the above tutorials.

Assignment

Textbook Reading

Read Chapter 6, JavaScript for Client-Side Computation and Data Validation from your textbook. In this unit, you will learn about JavaScript and the Document Object Model...