

İleri Seviye JavaScript Geliştirme Eğitimi

Eğitim Hakkında

İleri Seviye JavaScript Eğitimi'nde JavaScript tasarım kalıplarının nasıl kullanılacağını, JSON ve AJAX'ın nasıl kullanılacağını, Web Depolamanın nasıl kullanılacağını, JavaScript'in HTML5 API'leri ile birlikte nasıl uygulanacağını gibi ileri düzey JavaScript tekniklerini öğreneceksiniz.

Canvas terimi, ECMAScript 6'nın yeni özelliklerinin neler olduğunu ve bunların nasıl kullanılacağını, hangi JavaScript Kütüphaneleri ve çerçevelerinin mevcut olduğu ve bunların nasıl kullanılacağını ve JavaScript kodunda nasıl hata ayıklanacağını ve kodunuzu optimize etmek için en iyi uygulamaları nasıl kullanacağınızı öğreneceksiniz.

Neler Öğreneceksiniz

- Use JavaScript design patterns
- Understand and use JSON and AJAX
- Use JavaScript in HTML5 APIs
- Use new features of ECMAScript 6
- Describe JavaScript libraries and Frameworks like Node, Angular and more
- Debug and optimize code using best practices

Eğitim İçeriği

JavaScript Design Patterns

- Review of JavaScript Fundamentals
- JavaScript Types
- Variables
- Operators
- Control Structures
- Objects and Arrays
- Functions
- Functional Programming with IIFE
- Object-Oriented JavaScript Programming
- Class
- Constructor
- Object
- Property
- Method

- Namespace
- Inheritance
- Encapsulation
- Polymorphism
- JavaScript Design Patterns
- Constructor Pattern
- Module Pattern
- Singleton Pattern
- Prototype Pattern
- Observer/Publish-Subscribe Pattern
- Factory Pattern
- MV* Patterns
- The MVC Pattern
- The MVVM Pattern
- Templating and Views

JSON and AJAX

- Introduction to JSON syntax
- JSON Methods
- stringify()
- parse()
- Persisting JSON in Web Storage
- AJAX

Overview of JavaScript in HTML5 APIs

- Web Storage API
- Checking for Web Storage support
- length Property of Web Storage
- setItem() Method of Web Storage
- getItem() Method of Web Storage
- removeItem() and clear() Methods of Web Storage
- key() Method of Web Storage
- Web Workers and Cross-Document Messaging APIs
- Checking for Web Workers support
- Constructing a Web Worker
- Using Cross-Document Messaging for a Web Worker
- Constructing a Web Worker
- Stopping a Web Worker
- Combining the Cross-Document Messaging and Web Worker APIs
- Drag and Drop API
- Creating a draggable element
- Setting dataTransfer information at the ondragstart event
- Specifying an alternative drag image
- Designating a drop target

- Making the target droppable
- Getting transferred data on the drop event
- Canvas API Basics
- Setting the <canvas> tag in the HTML page
- Providing fallback content
- Required closing tag
- The 2D rendering context
- Checking for Canvas API support
- Drawing rectangles and squares
- Alternate method for drawing rectangles and squares
- Drawing circles
- Drawing semi-circles
- Drawing custom shapes
- Best practice: setting a beginning and end to the shape's path
- Drawing multiple shapes
- Adding text
- Adding shadows
- Adding an image
- Animating the canvas

ECMAScript 6

- Scoping and Modules
- Lexical Variable Scoping
- Block Scoping
- ES6 Modules
- Iterators
- Arrow Functions and Destructuring Assignment
- Arrow Functions
- Destructuring Assignment
- Literals and Constants
- Template Literals
- Constants
- Parameter Handling
- Default Parameter Values
- Spread Operator
- Rest Parameter
- New Built-in Methods and Internationalization Formatting
- New Array Methods
- New String Methods
- New Number Methods
- Internationalization and Localization Formatting
- Classes
- Defining Classes
- Getter/Setters
- Using a Derived Class to Create a Base Class
- Using super in Classes

- Static Methods
- Map/Set and WeakMap/WeakSet
- Map
- Iterating Maps with for/of
- Set
- WeakMap/WeakSet
- Asynchronous Flow Control
- Promises

JavaScript Libraries and Frameworks

- Overview of JavaScript Libraries
- DOM Libraries
- jQuery
- jQuery UI
- jQuery Mobile
- MVC Frameworks
- js
- AngularJS
- EmberJS
- KnockoutJS
- js
- MEAN Stack
- NPM
- Miscellaneous Libraries
- Modernizr
- js
- Handlebars
- RequireJS
- TypeScript

Debugging

- Debugging JavaScript
- Writing to the JavaScript console
- Setting breakpoints
- JavaScript strict mode
- custom error handling