

**Chapter 1 : Basics of Javascript Programming****1-1 to 1-33****Syllabus :**

- 1.1 Features of JavaScript
- 1.2 Object Name, Property, Method, Dot syntax, Main event.
- 1.3 Values and Variables
- 1.4 Operators and Expressions- Primary Expressions, Object and Array initializers, function definition expression, property access expressions, invocation expressions.
- 1.5 if Statement, if... else, if...elseif, nested if statement.
- 1.6 Switch ... case statement
- 1.7 Loop statement - for loop, for...in loop, while loop, do... while loop, continue statement.
- 1.8 Querying and setting properties and deleting properties , property getters and setters.

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- 2.1 Array - declaring an Array, Initializing an Array , Defining an Array elements , Looping an Array, Adding an Array element, Sorting an Array element, Combining an Array elements into a String, Changing elements of an Array, Objects as associative Arrays.
- 2.2 Function - Defining a function, Writing a function, Adding an arguments, Scope of variable and arguments.
- 2.3 Calling a function - Calling a function with or without an argument, Calling a function from HTML, Function calling another function, Returning a value from a function.
- 2.4 String - Manipulate a string, Joining a string, retrieving a character from given position, retrieving a position of character in a string, dividing text, copying a sub string, converting string to number and numbers to string, changing the case of string, finding a Unicode of a character-charCodeAt(), fromCharCode().

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- 3.2 Form events- Mouse event, Key events.
- 3.3 Form objects and elements.
- 3.4 Changing attribute value dynamically.
- 3.5 Changing option list dynamically.
- 3.6 Evaluating checkbox selection.
- 3.7 Changing a label dynamically.
- 3.8 Manipulating form elements.
- 3.9 Intrinsic JavaScript functions, Disabling elements, Read only elements.

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### Chapter 4 : Cookies and Browser Data 4-1 to 4-31

#### Syllabus :

- 4.1 Cookies – Basic of cookies, Reading a cookie value, Writing a cookie value, Creating a cookies, Deleting a cookies, Setting the expiration date of cookie.
- 4.2 Browser – Opening a window, Giving the new window focus, Window position, Changing the content of window, Closing a window, Scrolling a web page, Multiple windows at once, Creating a web page in new window, JavaScript in URLs, JavaScript security, Timers, Browser location and History.

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5.1 Regular Expression : Language of regular expression, Finding non-matching characters, Entering range of characters, Matching digits and non-digits, Matching punctuations and symbols, Matching words, Replacing a text using regular expression, Returning the matched characters, Regular expression and object properties.

5.2 Frames : Create a frame, Invisible borders of frame, Calling a child windows, Changing the content and focus of child window, Accessing elements of another child window.

5.3 Rollover : Creating rollover, Text rollover, Multiple actions for rollover, More efficient rollover.

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6.1 Status Bar : Builds a static message, Changing the message using rollover, Moving the message along the status bar.

6.2 Banner : Loading and displaying banner advertisement, Linking a banner advertisement to URL.

6.3 Slide Show : Creating a slide show.

6.4 Menus : Creating a pull down menu, Dynamically changing the menu, Validating a menu selection, Floating menu, Chain select menu, Tab menu, Pop-up menu, Sliding menu, Highlighted menu, Folding a tree menu, Context menu, Scrollable menu, Side bar menu.

6.5 Protecting web page : Hiding your code, Disabling the right mouse button, JavaScript, Concealing email address.

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