



Introduction to Bootstrap

About this course

jQuery is an open source JavaScript library. jQuery offers developers additional power and ease of use, as well as cross browser support, that JavaScript alone does not. jQuery is the most popular JavaScript library in use.

This course is designed to be a primer on jQuery. During the course, you will learn how to perform common tasks with jQuery, implement the most frequently used features and components in the library.

Prerequisites

The following knowledge is assumed:

- Knowledge of HTML is required
- Knowledge of JavaScript is required
- Some CSS is helpful

Time commitment and schedule

3-4 hours is required for each module. There are a total of three modules. One module will be released each week, starting on 15 Sep 15.

Outline

Module 1: Adding jQuery to web pages (15 Sep 15)

During the first module, we will introduce jQuery and discuss various scenarios in which you'll use jQuery. You'll see how to add jQuery to a page, as well as some common editors for jQuery and JavaScript. We'll explore jQuery's powerful DOM traversal and selection capabilities, both through CSS selectors as well as through code. We'll close by highlighting some common changes you can make on a page through jQuery.

Module 2: Managing content, events and effects (22 Sep 15)

Module two begins by investigating how to manage events using jQuery. We'll talk through several events jQuery allows you to bind to. We'll see various ways to register event handlers, and ensure your code is executed at the correct time, and in the correct way. Because jQuery offers great support for

manipulating and restructuring HTML pages, we'll walk through some of the various operations that can be performed to update the DOM. We'll also see how jQuery allows you to enhance the user's experience through various effects.

Asynchronous operations and Ajax calls (29 Sep 15)

Sometimes you will create JavaScript code that takes longer than a reasonable amount of time to execute. jQuery provides support for managing asynchronous calls through promises, which we'll introduce in this module. We'll also take a look at web workers, which is an HTML5 feature that allows developers to simulate threading in a browser. We'll close by taking a look at how to make calls to the server by using JavaScript and jQuery. We'll even take a peek at how to create the necessary server-side code as well.

Grading Assignment types

There are three types of assignments.

Module quizzes

Module exams are a small handful of questions at the end of each module. These are designed to assess your progress in the course, and test your retention of the knowledge. Questions may be in the form of multiple choice, interactive items such as "drag and drop", or fill in the blank.

Module exams will count towards 40% of the grade.

Labs

Every module will have at least one lab. Labs give you the opportunity to put your new knowledge to work on a scenario. The goals of the lab are clearly defined by providing both a wireframe and an image to represent the desired solution. Solutions will not be provided for the labs, as they are intended to be a challenge for the student. They will be graded through peer review; you will have your labs reviewed and graded by other students, and you will review the labs of your fellow students. Labs will be graded on a sliding scale of 3-5 points, depending on how closely the code provided met the requirements set forth in the lab.

Labs will count towards 30% of the grade

Final Exam

The final exam will become available at the release of Module 3 on 29 Sep 15. The final exam will be similar to the module exams, except there will be more questions, and the questions will cover the entirety of the course.

Final exam will count towards 30% of the grade

Passing

This course is graded as pass/fail, meaning you will either be given a passing score or a failing score. The score required to pass this course is 50%.



Instructors

Christopher Harrison

Christopher is a content developer at Microsoft, he is also self-proclaimed geek with a passion for development and educating others. He got his first introduction to technology when his father brought home a VIC20, graduated to a Commodore 64, and kept growing from there. He began his programming career creating web sites using ASP and VBScript.

A longtime MCT, Christopher now focuses on web technologies, OSS and Office 365 for Microsoft Learning. In his spare time he can be found running or spending time with his wife and four legged child.

Course Forums

This course will provide discussion forums. Forums will be available for each course module, so you create posts on the topic being discussed in a particular module. In addition, there will be a forum created for student introductions. You are free to use the forums to connect with other students and the instructor, as well as ask questions about the material.

edX is a global platform. When creating posts, please be respectful of all cultures, creeds and religions.

In addition, students will have a varied level of experience with the technologies covered in this course, so questions will range from the very basic to the very advanced. You are encouraged to assist other students and share your experiences with the product.