

Chapter 1: Getting Started

You will learn:

- Language features.
- Tools.
- Embedding scripts.
- <SCRIPT> tag.
- Specifying a file of JavaScript code.
- JavaScript expressions as HTML attribute values.
- Hiding scripts from old browsers.
- Comments.
- Terminating a statement.

Chapter 2: Language Elements

You will learn:

- Handling events.
- Expressions.
- Values and variables.
- Types of variables.
- Declaring variables.
- Arithmetic operators.
- Concatenation.
- Assignments.
- Comparisons.

Chapter 3: Control Structures and Functions

You will learn:

- Controlling the flow of execution.
- Conditional statements.
- Conditional operator.
- Repetition and looping.
- for...in loops.
- while loops.
- break and continue statements.
- Functions.
- Built-in functions.
- User defined functions.
- Copying, passing and comparing data.
- Passing parameters to functions.
- Testing data.
- Recursion.

Chapter 4: I/O and Browser Differences

You will learn:

- Displaying information in the browser.
- `document.write()` and `document.writeln()`.
- Current document - sharing.
- Alerting the user.
- Redirecting the user.
- Browser detection and conditionals.
- Plug-in detection.

Chapter 5: Using Images

You will learn:

- Rollover
- Cache - using
- Creating cycling banners.
- Banner cycling waiting for the user.
- Building slide shows.
- Random images - displaying.
- Background colors - displaying.

Chapter 6: Frames

You will learn:

- Frame - keeping a page out.
- Forcing a page into a frame.
- Loading a frame.
- Dynamic frame - creating and loading.
- Sharing functions between frames.
- Storing information in frames.

Chapter 7: JavaScript

You will learn:

- Checking for validity.
- Validating email addresses.
- Validating a drop-down list box.
- Working with radio buttons.
- Setting one field with another.