

# INFOSOFT IT SOLUTIONS

## Training | Projects | Placements

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## JAVA SCRIPT

### Introduction to JavaScript

#### Introduction

- What is JavaScript?
- History and evolution of JavaScript.

#### Setting Up Environment

- Text editors (e.g., VSCode, Sublime Text).
- Browser developer tools

#### Basic Syntax

- Variables and data types.
- Operators and expressions.
- Comments.

### Control Flow and Functions

#### Control Flow

- Conditional statements (if-else, switch).
- Loops (for, while, do-while).
- Handling exceptions (try-catch).

## **Functions**

- Function declaration and invocation.
- Parameters and return values.
- Scope and closures
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## **Data Structures and Objects**

### **1. Arrays**

- Creating arrays.
- Accessing and modifying elements.
- Array methods (e.g., map, filter, reduce).

### **2. Objects**

- Creating objects.
- Accessing object properties.
- Object methods and prototypes.

## **DOM Manipulation and Events**

### **1. DOM Manipulation**

- Understanding the Document Object Model (DOM).
- Selecting elements.
- Modifying elements (inner HTML, style).

### **2. Events**

- Event handling.
- Event types (click, keypress, submit).
- Event propagation and delegation.

## **Asynchronous JavaScript**

### **1. Introduction to Asynchronicity**

- Callback functions.
- Promises and async/await.

### **2. Working with APIs**

- Fetch API for making HTTP requests.
- Handling JSON data.

## **ES6+ Features**

### **Modern JavaScript Features**

- let and const.
- Arrow functions.
- Template literals.
- Destructuring assignments.
- Spread and rest operators.

### **Modules**

- Import and export syntax.
- Using modules in browsers.

## **Advanced Topics (Optional)**

### **Object-Oriented JavaScript**

- Constructors and prototypes.
- Classes (ES6).

### **Error Handling and Debugging**

- Common errors and debugging techniques.

### **Browser Storage**

- Local Storage and Session Storage.
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## **JavaScript Frameworks (Optional)**

### **Introduction to Frameworks**

- Overview of popular frameworks (e.g., React, Angular, Vue).
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### **Building a Simple Application**

- Basic concepts of chosen framework.
- Creating components and managing state.