

Object Oriented JavaScript with ES6

Duration: 2 days

1. Introduction

- Welcome
- What you need to know?
- Introduction to OOP

2. Objects in Depts

- Introduction
- Create and Modify Properties
- Invoking Object Methods
- Beware of Globals
- Extracting Properties and Values

3. Functions in Run Time

- Introduction
- First-Class Functions
- Callbacks
- Scope
- Closures
- Immediately-Invoked Function Ex

4. Classes and Objects

- All input is tainted
- Introduction
- Constructor Functions
- The `this` Keyword
- Setting Our Own `this`
- Prototypal Inheritance
- Prototypal Inheritance: Subclasses

5. Object Oriented Design Pattern

- Introduction
- Mixins / Extending Object Functionality with Mixins
- Functional Mixins
- The Module Pattern
- The Revealing ModulePattern

6. Introduction to ES 2015 or ES6

- Harmony, ES6, ES2015...
- Let and Const
- Template Literals
- Destructuring
- Object Literal Shorthand
- Iteration
- Family of ForLoops
- For...of Loop
- Spread... Operator
- ...Rest Parameter

7. ES6 Functions

- Updates to Functions
- Arrow Functions
- Using Arrow Functions
- Arrow Functions Recap
- Arrow Functions and the "this" Keyword
- "this" and RegularFunctions
- "this" and ArrowFunctions
- Default Function Parameters
- Defaults and Destructuring
- Class Preview
- JavaScript's Illusion ofClasses

- JavaScript Classes
- Convert a Function to a Class
- Working with JavaScript Classes
- Super and Extends
- Extending Classes from ES5 to ES6
- Working with JavaScript Subclasses

8. ES6 Built-ins

- New Built-ins
- Symbols Intro
- Symbols
- Iteration & Iterable Protocols
- Sets
- Modifying Sets
- Working with Sets
- Sets & Iterators
- WeakSets
- Maps
- Creating & Modifying Maps
- Working with Maps
- Looping Through Maps
- WeakMaps
- Promises Intro
- Promises
- More Promises
- Proxies Intro
- Proxies
- Proxies vs. ES5 Getter/Setter
- Proxies Recap
- Generators
- Generators & Iterators
- Sending Data into/out of a Gen