

# Instructor's Summary for *Murach's JavaScript and DOM Scripting*

This summary is intended to introduce you to the components of our Instructor's CD and to help you get started using them. At the least, we recommend that you read the topics under "What's on the Instructor's CD," because they not only describe the components but also our underlying instructional philosophy. But first, this summary describes the types of courses that the book can be used for.

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## The types of courses that the book can be used for

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If you've read the introduction to the book and reviewed its table of contents, you know that the book is divided into four sections. To a large extent, the first two sections are a complete book on JavaScript programming, and the next two sections are a complete book on DOM scripting and advanced skills. This means that the book can be used for a variety of courses.

### A JavaScript course for programming novices

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Section 1 gets your students off to a fast start by presenting a professional subset of the JavaScript, XHTML, and CSS skills that they'll need for developing JavaScript applications. Then, section 2 presents the rest of the essential JavaScript skills along with the elementary DOM scripting skills.

By themselves, these two sections represent a complete course in JavaScript for college students with little or no programming experience. For professional training, these sections are appropriate for web designers who know how to use XHTML and CSS, but have little or no programming experience. For complete novices, of course, you'll have to move slowly through section 1 to make sure that everyone is mastering the basic skills. But once your students finish section 1, they'll be ready for rapid progress in section 2.

If you finish all of the chapters in sections 1 and 2 and still have class time, you can go on to either section 3 or section 4. For instance, chapters 13 and 14 are an excellent start on some serious DOM scripting. And chapters 19 and 20 give some additional perspective on JavaScript programming.

### A JavaScript course for experienced programmers

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Of course, sections 1 and 2 are also appropriate for experienced programmers. If, for example, your students or trainees have programmed in another language, they should be able to move quickly through these sections. As a result, you should have time to go deeper into sections 3 and 4. If you do, you may want to refer to your course as "JavaScript and DOM Scripting."

### A DOM scripting course for JavaScript programmers

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To get the most from JavaScript, you need to use it for DOM scripting. But most JavaScript programmers don't have many of the DOM scripting skills that are presented in section 3 of our book. Worse, many JavaScript programmers don't have some of the critical JavaScript skills that are presented in section 2. But these are the skills that they need for DOM scripting at the expert level.

That's why our book is the best book we've seen for a DOM scripting course. First, you can use section 2 to review the essential JavaScript skills. In particular, you'll want to make sure that everyone has the object-oriented skills that are presented in chapter 11 and used in all the applications thereafter. Then, you can use section 3 to present DOM scripting the way the experts do it.

## What's on the Instructor's CD

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As we see it, the Instructor's CD for *Murach's JavaScript and DOM Scripting* contains a starting set of instructional materials that by themselves will help any corporate trainer or college instructor run an effective course. Those materials include the applications in the book, instructional objectives, test banks, solutions for the exercises in the book, projects, project solutions, and PowerPoint slides. A summary of these materials follows.

### Book applications

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So you can demonstrate the applications that are presented in the book, the Instructor's CD includes those applications. The easiest way for your students to get these applications is to download them from our web site.

### Objectives

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Since we believe that instructional objectives should be the start of any educational methodology, we provide a set of objectives for each chapter in the book. We prepared these objectives based on the principles presented by Robert F. Mager in his classic book, *Preparing Instructional Objectives*. As a result, our objectives describe the skills that your trainees or students should be able to do when they complete a chapter, and you should be able to test whether they can do those skills.

Beyond that, we've tried to make sure that each objective describes a skill that a professional programmer should be able to do. This gives our objectives a real-world context that you usually won't find in the objectives for other books. So, if your trainees or students can do what the objectives state when the course is over, you can be sure that they have learned the skills that they will actually need on the job.

If you review the objectives for one of the chapters, you'll see that the first objectives for each chapter are what we refer to as *applied objectives*. These ask the students to apply what they've learned as they develop JavaScript applications. These of course are the critical objectives of a programming course, and they are best tested by having the trainees or students do exercises and projects like the ones that we provide.

After the applied objectives for each chapter, you'll find what we refer to as *knowledge objectives*. These objectives define skills like identifying, describing, and explaining the required concepts, terms, and procedures. These objectives determine whether your students are able to talk intelligently about the topics that are presented. And these objectives can be tested by the test banks that we provide.

To help you get the most from the instructional objectives, we have included them at the start of the PowerPoint slides for each chapter. As we see it, if you can convince your students that they only need to be able to do the skills that are described by the objectives, their study becomes more focused and efficient.

### Test banks

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To test comprehension, the Instructor's CD includes one test bank for each chapter in the book. We developed these test banks in ExamView, and we provide them on the CD in three different formats: ExamView, Rich Text (RTF), and Blackboard.

As you would expect, each test bank provides questions that are designed to test the skills that are described by the objectives for that chapter, and each test question is designed to test the skill described by one objective. This keeps the promise to the

students that they will only be expected to do the skills that are described by the objectives.

In our test banks, we use only completion and multiple-choice test questions because they have the highest validity. To us, that means that the trainees or students who get the best scores are also the ones with the best knowledge and skills. In contrast, matching and true/false questions have low validity, so we don't use them.

Besides matching our questions to the objectives, we use this guideline to check the validity of each question: *A professional JavaScript programmer should be able to get the right answer.* This guideline eliminates questions that test the knowledge of trivial details that no one should be expected to remember. This guideline also forces us to focus on questions that test the concepts and skills that are required on the job.

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## Exercise starts

To help your students master the skills of each chapter, the book provides exercises at the end of each chapter. Each of these exercises is started from a folder that contains the files that the application requires, including the XHTML and CSS files. That way, your students get the most JavaScript practice in the least time. The easiest way for your students to get these starting folders is to download them from our web site, but you don't have to do that because they're also on the Instructor's CD.

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## Exercise solutions

All of the solutions to the exercises are presented on the Instructor's CD. That way, you can present the solutions in class, and you can compare them to your students' solutions.

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## Projects

To test your students' ability to develop JavaScript applications, our Instructor's CD provides projects for most of the chapters. Each of these projects asks the students to develop one application that uses the skills that are presented in the related chapter and the preceding chapters.

To get some idea of the scope of these projects, you may want to run the solutions for a few of the projects. For instance, project 2-1 is a simple application that the students should be able to do after they read chapter 2. Project 11-1 is a short application that requires the use of objects. Project 18-1 requires the use of animation for dealing cards. And project 18-2 is a demanding project that lets the user play draw poker.

To make the projects as useful as possible, most are short enough so they can be done in an hour or two. That way, you can use selected projects as tests that are done in computer lab. That of course is the only sure way to see whether your students can do the applied objectives for this book.

To help your students focus on the essential skills that they need to apply, each project starts from a folder that contains the files that the application requires. In particular, each folder contains the XHTML and CSS files for the applications so the students don't have to create them. In addition, each folder contains the JavaScript files for the project, although they are usually empty. For some projects, though, the JavaScript files include some of the functions or methods that the project requires.

The specifications for the projects are provided in a Word file that you can distribute to your students. We provide this file in Word, so you can modify the project descriptions so they're more appropriate for your class. For instance, you may want to add specifications that make a project more difficult or hints that make a project easier.

You can also make a project easier by providing some of the code that's in the solution for a project. For instance, you may want to copy some or all of the methods from a library file for the solution into the corresponding file in the folder for starting the project. That way, the students won't have to develop that file from scratch, and they will be able to develop the application in less time.

## **Project solutions**

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All of the solutions to the projects are included on the Instructor's CD so you can present them in class or compare them with your students' solutions. As I've already mentioned, you may also want to provide some of the code in these solutions as part of the starting code for the project. That way, the project won't take as long to develop.

## **PowerPoint slides**

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Because our book uses the paired-pages method of presentation, all of the critical information is presented in the figures. Then, the PowerPoint slides present abridged versions of that information. That includes all of the screen shots, diagrams, tables, and code that you may want to review in class. As a result, these slides make it easy for you to review any of the skills that your students have difficulty with. In addition, the slides for each chapter start with the instructional objectives, so you can review them in class.

If you want to modify any of the PowerPoint slides, you should know that we prepared them by abridging and editing the Word text for each figure and copying it into PowerPoint slides. As a result, you can't use PowerPoint to modify the text in the normal way. Instead, you need to double-click on the text for a slide to open it up in Word, make modifications to the text in Word, and click outside the text to return to PowerPoint.

If you try this, though, you'll see that it's an easy process. You can also use PowerPoint in the normal way to add slides, delete slides, or add your own presentation notes to our slides.

## **About the student download**

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To help your students get the most from our book, our web site lets your students download the files for the book applications and the files that are required for each exercise. Please note, however, that you don't have to download these items from our web site because they will be installed along with the other materials that are on the Instructor's CD.

## **How to get started with the Instructor's CD**

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To do a preliminary review of our instructional materials, you can open and review the files that are on the CD. But if you decide to adopt the book, you'll want to install the CD folders and files on your PC. To do that, you can use the procedure that follows.

### **How to install the folders and files of the CD**

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From the root folder of the Instructor's CD, double-click on the file named Install.exe and respond to the dialog boxes that follow. This will install the folders and files of the Instructor's CD onto your C drive in a folder structure that starts with `c:\murach\javascript\`.

## The folders and files that get installed on your PC

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The table that follows presents the folders and files that get installed on your PC from the Instructor's CD. Please note that the first two folders (book\_apps and exercises) are also installed on your students' PCs when they download the applications for this book from our web site. In contrast, the instructors folder and all of its subfolders can only be installed from the Instructor's CD.

c:\murach\javascript\	Contents
book_apps	One folder for each chapter that contains one subfolder for each book application. That subfolder contains the files for the application.
exercises	One folder for each chapter that contains one subfolder for each exercise. That subfolder contains the files for the exercise.
instructors	Three files: (1) Instructor's summary.pdf, which is this document in PDF format; (2) Objectives.doc, a Word document that contains the instructional objectives for each chapter; and (3) Projects.doc, which contains the descriptions for all of the projects in the book.
instructors\exercise_solutions	One folder for each chapter that contains one subfolder for each exercise solution. That subfolder contains the files for the solution.
instructors\slides	One PowerPoint file for each chapter.
instructors\test_banks	ExamView, RTF, and Blackboard folders that contain one test bank for each chapter in the book in their respective formats.
instructors\projects	One folder for each project that contains the files for the project.
instructors\project_solutions	One folder for each project solution that contains the files for the solution.

## Any comments?

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If you have any comments about our book or its instructional materials, we would be delighted to hear from you. Just e-mail us at the addresses below. But whether or not we hear from you, we want to thank you for your interest in our products.

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