

Dojo Toolkit Programming

Audience Course Dojo Toolkit Programming

The course Dojo Toolkit Programming is intended for Web Developers who want to learn how to use the Dojo Toolkit to develop dynamic web applications.

Prerequisites Dojo Toolkit Programming

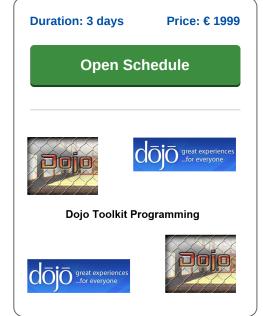
To participate in this course knowledge and experience with JavaScript, HTML, CSS and Web applications is required.

Realization Training Dojo Toolkit Programming

The theory is discussed on the basis of presentation slides. The concepts are illustrated with demos and the theory is interspersed with exercises. The course times are from 9.30 to 16.30.

Official Certificate Dojo Toolkit Programming

Participants receive an official Dojo Toolkit Programming certificate after successful completion of the course.



Content Course Dojo Toolkit Programming

The course Dojo Toolkit Programming provides an overview of the operation and possibilities of the Dojo Toolkit and deals with how dynamic web applications can be created with Dojo.

Dojo's Module System

In the first place attention is paid to the Dojo Architecture and the Dojo Toolkit libraries, with a prominent place being taken by Dojo's Module System. The participants learn how modules work and how they can be loaded asynchronously via AMD, Asynchronous Module Definition.

DOM Interaction and Event Handling

Next interaction with the page via DOM and Dynamic HTML is discussed. This includes event handling.

Dijit Widgets

Dojo GUI interfaces with the Dijit widgets are also on the course program. The different types of widgets such as command and text controls and containers are treated.

Classes and Objects

Object-oriented programming with Classes and Objects in Dojo is discussed and attention is paid to how Ajax functionality can be implemented in Dojo applications.

Routing

In line with this URL mapping in Dojo, defining routes as well as back button handling and bookmarking are treated.

Dojo and Rest

Next the Dojo and Rest module discusses how a Dojo Application can access a Rest Service and how the Dojo store is used for storing and querying data.

Dojo Mobile

Finally attention is paid to the use of Dojo Mobile for applications for mobile devices.



Modules Course Dojo Toolkit Programming

Module 1 : Dojo Intro	Module 2 : Dojo DOM Access	Module 3 : Dijit and Forms
What is Dojo?	DOM Manipulation	What is Dijit?
Benefits of Dojo	DOM Retrieval	Dijit Registry
Features of Dojo	DOM Creation	Dijit Attributes
JS Foundation	DOM Placement	Dijit Events
Dojo Usage	DOM Destroy	Dijit Widget Types
Dojo Architecture	Dojo Query	Menu Widgets
Dojo Base and Core	Restricting Queries	Layout Widgets
Asynchronous Module Definition	Advanced Selections	Tree Widgets
Defining Modules	NodeList Foreach	CheckBoxes and RadioButtons
Loading Modules	Connecting to Events	on Change Events
Configuring Dojo	Dojo Event Handling	NumberTextBox
Modules Loading Modules	On Method	DateTextBox
Locating Packages	Event Delegation	ValidationTextBox
Dojo Build System	Publish and Subscribe	Form Validation
Module 4 : Classes and Objects	Module 5 : Ajax Interaction	Module 6 : Routing
Classes and Objects	Ajax Term Explained	URL Modification
Encapsulation	Classic Web Application Model	Bookmarkable Pages
Prototype Based OOP	Ajax Web Application Model	dojo/hash module
Adding to Prototype	Classic Synchronous Interaction	Back Button Handling
Dojo Object Orientation	Ajax Asynchronous Interaction	Single Page App
Named Classes	XMLHttpRequest Object Methods	Topic Responses
Anonymous Classes	Sending the Request	Dojo Router
Using Mixins	Listening for Response	Route Parts
Object Sharing	Ajax in Dojo	Router Properties
Using Statics	Dojo Request	Router Callback
Single and Multiple Inheritance	Request GET and POST	Register Function
Call Superclass Methods	JSON Request	Router Responses
Constructor Chaining	JSON with Padding	Router Configuration
Module 7 : Dojo and REST	Module 8 : Dojo Stores	Module 9 : Dojo Mobile
What is REST?	Creating Stores	dojox/mobile
RESTFull Web Services	dojo/stores	Dojo Bootstrap Configuration
ID and Links	Memory Store	Dojo Mobile Template
Multiple Representations	query Method	Views and Widgets
Stateless Communications	Query Engine	Base Widgets
Content Negotation	QueryResults	FeedView
Simple Root Resource	Stateful Modeling	Settings View
Container Item Pattern	Object Data Binding	Build Profile
Map, Key, Value Pattern	DataGrid	Minimize Dependencies
Dojo Clients	Cells and Rows	Layers and Features