

JavaScript II: Advanced techniques

Course code: JS_PROG2

This course is designed for JS programmers who have already mastered the syntax of the language and are ready to learn the more complex concepts introduced by the functional and object-oriented paradigm. Participants will also learn about error handling, working with JSON data, and the basics of asynchronous programming. The goal is to move from programming isolated algorithms to application development. The course assumes knowledge of basic JavaScript syntax at the [JS_PROG1] course level.

Affiliate	Duration	Course price	ITB
Praha	5	25 500 Kč	50
Brno	5	25 500 Kč	50
Bratislava	5	1 020 €	50

The prices are without VAT.

Course terms

Date	Duration	Course price	Type	Course language	Location
 08.12.2025	5	1 020 €	Online	CZ/SK	Online
 09.03.2026	5	25 500 Kč	Telepresence	CZ/SK	GOPAS Praha
 09.03.2026	5	1 020 €	Telepresence	CZ/SK	GOPAS Bratislava
 09.03.2026	5	25 500 Kč	Telepresence	CZ/SK	GOPAS Brno
 08.06.2026	5	25 500 Kč	Telepresence	CZ/SK	GOPAS Brno
 08.06.2026	5	25 500 Kč	Telepresence	CZ/SK	GOPAS Praha
 08.06.2026	5	1 020 €	Telepresence	CZ/SK	GOPAS Bratislava

The prices are without VAT.

For whom the course is intended

This course is designed for JS programmers who have already mastered the syntax of the language and are ready to learn the more complex concepts introduced by the functional and object-oriented paradigms.

What we will teach you

- the basics of object-oriented programming in JS
- basics of functional programming in JS
- error management in JS
- serialization and deserialization of objects into JSON format
- basics of asynchronous programming in JS

Required entry knowledge

- Basic knowledge of algorithmization and programming at the level of the PRG course, or experience with programming in another language.
- The course is not suitable for complete beginners who have never programmed in any programming language

Course outline

Introduction and basic concepts

- Brief recap of JS basics
- Using var, let, const
- Value and reference types

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Functions

- Functions as objects
- Local functions
- Overloading functions
- Function arguments
- Self-Invoked Functions
- Closures
- Arrow functions

Object Oriented Programming

- Object initializer
- Construction functions
- Class
- Prototype
- Methods, bind(), arrow function and this
- Nullish Coalescing Operator
- Optional Chaining

Error handling a debugging

- Try...catch a finally
- Custom Error objects
- Debugging techniques in modern browsers and Node.js
- Using a debugger

JSON (JavaScript Object Notation)

- Parsing and serializing JSON data
- Working with JSON within applications

Introduction to asynchronous programming

- Timers (setTimeout, setInterval)
- Promise and async / await (basic usage)
- Handling multiple asynchronous operations (Promise.all, Promise.race)
- Observable (basic usage)
- Event Loop and how it works

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