1. **JavaScript Operators, Methods, and Keywords**

   1.1 Complete and debug code that uses assignment and arithmetic operators
   - Assignment, increment, decrement, addition, subtraction, division, multiplication, modulus, compound assignment operators (+=, -=, *=, /=, %=)

   1.2 Apply JavaScript best practices
   - Comments, indentation, naming conventions, noscript, constants, reserved keywords, debugger keyword, setting breakpoints, console.log

   1.3 Evaluate the use of internal and external scripts
   - When to use, how to use, and what happens when scripts are used at multiple levels

   1.4 Implement exception handling
   - try, catch, finally

   1.5 Complete and debug code that interacts with the Browser Object Model (BOM)
   - Displaying dialogs, determining screen size

2. **Variables, Data Types, and Functions**

   2.1 Declare and use variables of primitive data types
   - Number, Boolean, String, null, undefined, type of operator, type-checking functions, use strict, converting between data types (parseInt, parseFloat), formatting numbers, string operations, eval(), toFixed(), toLocaleString(), toPrecision(), single quote vs. double quote (nesting), initialization

   2.2 Declare and use arrays
   - Single-dimensional arrays; multi-dimensional arrays; iteration; initialization; defining, sorting, and searching an array; push, pop, shift, and unshift methods; length property; accessing an array element

   2.3 Complete and debug code that uses objects
   - Properties, methods, instantiation, Date object, retrieving date and time parts, localizing date format (MM/DD vs DD/MM), adding and subtracting dates

   2.4 Complete and debug code that uses built-in Math functions
   - random, round, abs, floor, ceil, min, max, pow, sqrt

   2.5 Complete and debug functions that accept parameters and return values
   - Reusable code, local vs. global scope, redefining variables, passing parameters, value vs. reference, return values
3. Decisions and Loops

3.1 Evaluate expressions that use logical and comparison operators
• !=, <, >, <=, >=, !, ==, &&, ||

3.2 Complete and debug decision statements
• Single alternative (if), dual alternative (if else), multiple alternative (switch), nested if

3.3 Complete and debug loops
• for, for in, while, do while, break, continue

4. Document Object Model

4.1 Identify and construct the Document Object Model (DOM) tree
• window, document, body, other HTML elements

4.2 Identify and handle document, form, keyboard, and mouse events
• onload, onfocus, onblur, onchange, onkeydown, onkeyup, onkeypress, onclick, onmouseover, onmouseout

4.3 Complete and debug code that outputs to an HTML document
• document.write, innerHTML, textContent

4.4 Complete and debug code that locates, modifies, and adds HTML elements and attributes to documents
• getElementById, getElementsByTagName, getElementsByClassName, setAttribute, createElement

4.5 Create events using event handlers and listeners
• DOM events, HTML attribute event, addEventListener

5. HTML Forms

5.1 Complete and debug code that retrieves form input and sets form field values
• Retrieving form values; identifying the DOM path; getting values from different types of elements; prepopulating, masking, and updating values

5.2 Complete and debug code that performs input validation
• Case, string comparisons, Not-A-Number (NaN), not blank

5.3 Describe the form submission process
• onsubmit, POST vs. GET, potential targets for submission