

# jQuery 3, Part 9 of 9: Projects and Conclusion

page 1

**Meet the expert:** Providing Web development courses and digital marketing strategy courses since 2002. An experienced web application developer, having worked on multiple enterprise level applications, hundreds of websites, business solutions and many unique and innovative web applications. Web & application development areas of expertise include HTML, CSS, JavaScript, JQuery, Bootstrap, PHP and MySQL. Anything to do with web creation and digital experience. Passionate about everything to do with web application development, programming to online marketing with a strong focus on social media and SEO.

**Prerequisites:** HTML, CSS, JavaScript are strongly recommended  
Some programming Background  
Understanding of web technologies and how websites work

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**Course description:** jQuery is a lightweight JavaScript library that takes tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code. This course covers a project to create a Youtube API Application, Create a Wackamole game as well as conclude the course with discussion of resources.

## Course outline:

### Youtube API App

- Introduction
- YouTube API
- web application setup
- YouTube Developer Key
- Bring in jQuery AJAX
- Loop each Returned Video
- Summary

- Wack that Mole
- Add that Wack
- Source Code Review
- Summary

### Conclusion

- Introduction
- jQuery Conclusion
- Methods
- Effects
- Summary

### Use JSON Feed Data

- Introduction
- Use JSON feed data
- Output Results from API
- Customize Results for API
- Summary

### Tweaks and Updates

- Introduction
- Tweaks and Updates
- Customize Code jQuery
- Summary

### WackaMole Game

- Introduction
- Wack a Mole Introduction
- HTML page Setup
- Get Coding jQuery
- Build Dynamic GameBoard
- Just add Styling
- Summary

### Moles Keep Moving

- Introduction
- Moles Keep Moving
- Tweak and Update Code