

Exam: JavaScript Coding Specialist
Exam Link: <https://knowledge-pillars.com/javascript-coding-specialist-certification/>

Course: Computer Science II			
TEKS Code & Standard	TEKS Description	Corresponding Python JavaScript Coding Specialist Exam Objective(s)	Alignment Description
\$127.785(c)(1)(A)	Describe the function of a software development environment. Design solutions using control structures such as if-then and loops. Implement input validation and error handling in programs. Create modular programs with functions and parameters. Use arrays and collections to manage data sets. Debug and test programs to ensure correctness and efficiency. Understand and apply object-oriented programming principles. Design solutions that utilize data and apply coding logic. Use project management principles in software design. Use standard algorithms to process data. Identify and analyze user feedback to improve content and layout. Use version control systems to track changes and collaborate in software development.	1.2 – JavaScript variables and variable declarations	JavaScript variable scoping and declarations mirror setup in IDEs and environments. Loops and control flow statements are core to JavaScript, matching CSI logic structures. try/catch blocks directly map to input validation and handling exceptions. Functions with parameters and return values build modular code in both standards. JavaScript arrays, objects, and literals align with TEKS data structures. Testing via expressions and error handling simulates debugging in student programs. OOP features such as constructors and inheritance support advanced CSI coding principles. JavaScript operators and logical structures support data-driven logic building and calculations. BOM operations and browser scripting simulate applied project environment interactions and requirements. Math methods and object utilities in JavaScript allow students to perform data processing and numeric analysis. Event handlers such as onClick and onChange help capture user interaction for feedback-based improvements. DOM-based changes simulate document versioning, and code output logs changes to visual structure, useful for collaboration tracking.
\$127.785(c)(2)(B)		3.2 – Loops and iteration statements	
\$127.785(c)(3)(C)		3.3 – Errors and exception handling	
\$127.785(c)(4)(A)		4 – Functions and function parameters	
\$127.785(c)(4)(B)		1.4 – JavaScript literals; 5.1 – Objects and arrays	
\$127.785(c)(5)(C)		3.3 – Error handling; 2.2 – Expressions	
\$127.785(c)(6)(A)		5.4 – Inheritance; 5.3 – Creating new objects	
\$127.785(c)(2)(A)		2.1 – Types of operators and operator precedence	
\$127.785(c)(3)(A)		6.5 – Interact with the Browser Object Model (BOM)	
\$127.785(c)(3)(B)		5.7 – Math Object and built-in functions	
\$127.785(c)(5)(A)		6.2 – Handle HTML events	
\$127.785(c)(5)(B)		6.1 – Construct the DOM tree; 6.3 – Output to HTML	
Course: Computer Science III			
TEKS Code & Standard	TEKS Description	Corresponding Python JavaScript Coding Specialist Exam Objective(s)	Alignment Description
\$127.786(c)(1)(A)	Understand and apply advanced development environments. Design solutions using structured data and logic. Apply conditional and iterative logic to solve problems. Use project planning principles in software design. Implement standard algorithms to solve data problems. Use exception handling to improve system resilience. Create modular code using functions or methods.	1.2 – JavaScript variables and variable declarations	JavaScript variable scoping and declarations mirror setup in IDEs and environments. Loops and control flow statements are core to JavaScript, matching CSI logic structures. try/catch blocks directly map to input validation and handling exceptions. Functions with parameters and return values build modular code in both standards. JavaScript arrays, objects, and literals align with TEKS data structures. Testing via expressions and error handling simulates debugging in student programs. OOP features such as constructors and inheritance support advanced CSI coding principles.
\$127.786(c)(2)(A)		3.2 – Loops and iteration statements	
\$127.786(c)(2)(B)		3.3 – Errors and exception handling	
\$127.786(c)(3)(A)		4 – Functions and function parameters	
\$127.786(c)(3)(B)		1.4 – JavaScript literals; 5.1 – Objects and arrays	
\$127.786(c)(3)(C)		3.3 – Error handling; 2.2 – Expressions	
\$127.786(c)(4)(A)		5.4 – Inheritance; 5.3 – Creating new objects	