





Modern Web Development

With jQuery UI, HTML & CSS BT119

40Academic Hours

Modern Web Development With jQuery UI, HTML & CS

Outline

HTML is one of the hot web technologies and is widely gaining acceptance across mobile and web. In our course you get a complete resource which can get you started on application development for HTML5. In our course you work on actual examples and go through important concepts required for through knowledge.

You will learn how to create HTML websites and use CSS in your work before we start discussing HTML. We do not assume any prior knowledge so we go through the concepts from the beginner's point of view. In our HTML lectures we start with new tags and forms. We then gradually move to advance topics like Drag and Drop and Multimedia. We follow it with difficult topics like Geolocation, WebStorage and Application cache.



Target Audience

Experienced web client developers



Prerequisites

Before attending to the course student must have:

- At least 1 year of Experience in OOP language like c#, java, php
- Basic knowledge of HTML and Java Script





Module 01 JQuery & jQuery UI

- I Introduction to jQuery
- Selecting, Decorating, and Enhancing
- Animating, Scrolling, and Resizing
- I Images and Slideshows
- Menus, Tabs, Tooltips, and Panels
- Construction, Ajax, and Interactivity
- Forms, Controls, and Dialogs
- I Lists, Trees, and Tables
- i jQuery UI

Module 02

HTML - Overview of the New Web Standard

- How It All Started
- What Is New?
- What Has Become Obsolete?
- I And What About XHTML?
- Can I Start Using HTML5 Now?

Module 03

Structure & Semantics for Documents

- Header with "header" and "hgroup"
- Content with "article"
- Footer with "footer" and "nav"
- Sidebar with "aside" and "section"
- I The Outline Algorithm
- Figures with "figure" and "figcaption"
- Text-Level Semantics—More New Tags

Module 04 Intelligent Forms

- New Input Types
- I The Input Types "tel" and "search"
- I The Input Types "url" and "email"
- Date and Time with "datetime", "date", "month", "week", "time", and "datetime-local"
- I The Input Types "number" and "range"
- The Input Type "color"
- The New Input Types in Action
- Useful Attributes for Forms
- Focusing with "autofocus"
- Placeholder Text with "placeholder"
- Compulsory Fields with "required"
- Even More Attributes for the "input" Element



You will learn **how to create** HTML
websites and use CSS
in your work"

Module **05** Video and Audio

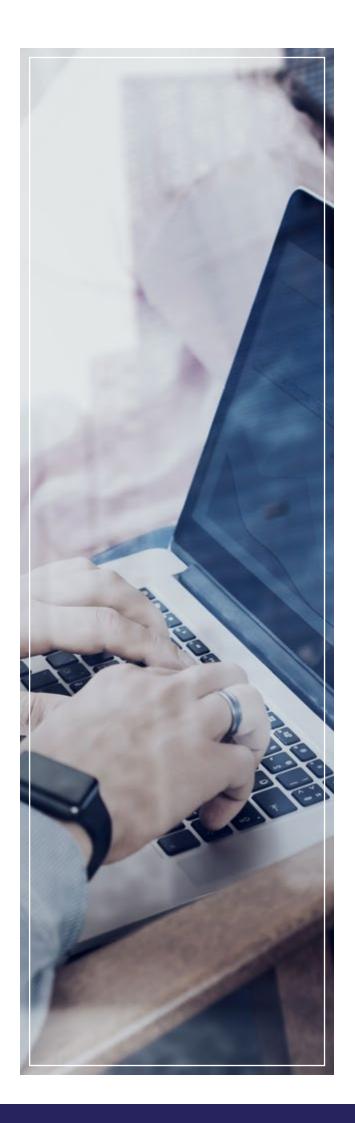
- First Example
- I The "video" Element and Its Attributes
- Video Codecs
- Which Format for Which Browser?
- Interim Solutions for Older Browsers
- Video and Scripting—A Simple Video Player

Module 06 Canvas

- First Example
- Rectangles
- Colors & Shadows
- Gradients
- Paths
- Text
- Embedding Images
- Pixel Manipulation
- Compositing
- Patterns
- Transformations
- Base64 Encoding with "canvas.toDataURL()", "save()" and "restore()"
- Animations

Module **07**Web Storage and Offline Web Applications

- Offline Web Applications
- Browser Support
- Storage
- DataBases
- Caching
- Sessions



Module 08 WebSockets

The WebSocket Server

Module 09 Web Workers

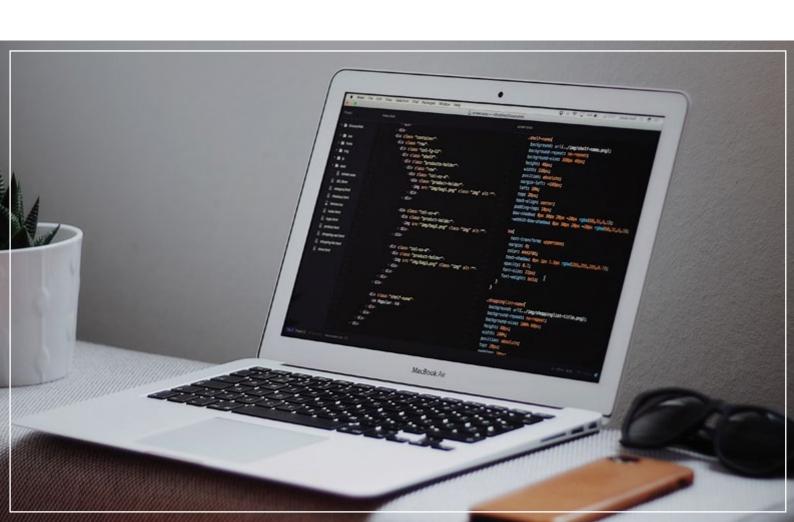
- Introduction to Web Workers
- Client Multithreaded Programming

Module 10 Global Attributes

- News for the "class" Attribute
- Defining Custom Attributes with "data-*"
- I The "hidden" Attribute
- The "classList" Interface
- Drag & Drop with the "draggable" Attribute
- I Drag & Drop in Combination with the "FileAPI"
- The Attributes "contenteditable" & "spellcheck"

Module 11 CSS3

- What's new in CSS 3?
- Effects
- Animations
- Selectors
- Box Model
- Web Fonts



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04

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