UI SPECIALIZATION

CURRICULUM

» **HTML   8 Hrs.**
- What is HTML?
- What is a Web Browser?
- What are Versions of HTML?
- What can You Do with HTML?
- HTML Development Environments
- Using a WYSIWYG Editor
- Using an HTML Editor
- Writing Code with a Text Editor
- Publishing Documents

» **Review of HTML Elements**
- Rules of Syntax
- Making your Code Readable
- Making your Code XHTML Compliant
- Building a Document
- Using Colors
- Adding Color to your Page
- Using Headings
- Using Paragraphs
- Using Block quotes
- Using Entities
- Aligning Block-Level Elements

» **Inserting Spaces and Line Breaks**
- Displaying Preformatted Text
- Formatting with Inline Elements
- Controlling Fonts
- Introducing List Elements
- Creating Unordered Lists
- Creating Ordered Lists
- Creating Definition Lists
- Nesting Lists
- Indenting Text with the <ul> Tag

» **What is an HTML Table?**
- Building a Table
- Using the Border Attribute
- Cell Padding and Cell Spacing
- Controlling Table and Cell Width
- Aligning a Table on the Page
- Aligning Tables and Text
- Aligning Table Data
- Spanning Columns and Rows

- Nesting Tables
- Adding Color to Tables
- Using Tables as a Design Tool

» **Creating a Hyperlink**
- Understanding and Using URLs
- Linking to a Web Document
- Linking to a Local Document
- Linking to Anchors
- Opening a New Browser Window
- iFrame

» **Graphic File Formats**
- Optimizing Image and File Size
- Inserting Inline Images, ImageMap, Sprite Image
- Aligning and Formatting Images
- Using Images to Anchor Links
- Creating a Look-and-Feel
- Sizing and Scaling Images
- Using Transparent Images
- Using GIF Animation

» **Forms and Controls**
- Forms , Form Elements
- Form Actions, Form Methods , Form Design

CSS 3.0   8 Hrs.
Model-1   1 Hrs.
» **Introduction to CSS3.0**
» **What's new in CSS 3.0**
» **Border**
- border-image
- border-radius

» **CSS Shadows**
- Text-shadow
- Box-shadow

» **Background**
- background-clip
- background-size
- background-origin
- background-image

Model-2   1 Hrs.
» **Outline**
» **Transitions**
- transition
- transition-delay
- transition-duration
- transition-property

» **Transform**
» **2D Transforms**
- transform
- matrix()
- translate(x,y)
- scale(x,y)

- rotate(angle)
- skew(x-angle,y-angle)

Model-3   1 Hrs.
» **3D Transforms**
- transform
- transform-style
- perspective
- transform-origin

Model-4   1 Hrs.
» **Animations**
- @keyframes
- animation
- animation-direction
- animation-duration
- animation-name

Model-5   1 Hrs.
» **Selectors**
- CSS combinations
- Pseudo Elements

» **Gradients**
- Linear Gradients
- Radial Gradients

» **Multiple Columns**
- column-count
- column-fill
- column-gap
- column-width
- columns
- column-rule
- column-rule-color
- column-rule-style
- column-rule-width

Model-6   1 Hrs.
» **User Interface**
- resize
- box-sizing
- outline-offset

» **CSS Filters**
- Blur
- Brightness
- Contrast
- Grayscale
- Hue-rotate
- Invert
- Opacity
- Saturate
- Sepia
- Drop-shadow

Model-7   1 Hrs.

» Media Query
- What is Responsive Web Design
- Intro to the Viewport
- The Viewport Tag
- Media Queries
- Fluid Layouts
- Tablet Styles
- Mobile Styles
- Making a Mobile Drop-down Menu
- Responsive Images & Polyfills

Model-8   1 Hrs.

» Web Fonts
- @font-face
- font-family
- src
- font-stretch
- font-style
- font-weight

» Flexbox
- flex-grow
- flex-shrink
- flex-basis
- flex
- flex-wrap
- flex-direction
- flex-flow
- justify-content
- align-items
- order

» JavaScript   26 Hrs.
- Introduction to JavaScript
- Origins of JavaScript
- JavaScript Characteristics
- Common Programming Concepts
- Java and JavaScript
- Server-side vs. Client-side Applications
- Annotating Your Code with Comments
- Working with Variables and Data
- Communicating with the User
- Using Data More Than Once: Variables
- JavaScript Reserved and Keywords
- Expressions and Operators
- Inline Scripting, Simple User Events, and the onLoad and onUnload Event Handlers
- Functions, Methods, and Events
- Methods as Functions
- Conditional Operators
- Defining and Calling a Function
- The confirm() Method and Forms
- User Events and JavaScript Event Handlers
- Developing Interactive Forms
- Form Controls
- Referring to form Objects
- The button, checkbox, text, textarea, radio button, and select Objects

- Controlling Program Flow
- The if...else, while, for, break, and continue Statements
- The Modules Operator
- Using continue in a while Loop
- The switch Statement
- The do...while Statement
- JavaScript Object Model
- JavaScript Object Hierarchy Model
- Commonly Used Objects
- The window, document, history, and location Objects
- JavaScript Language Objects
- The String, Array, Date, and Math Objects
- Evaluating Strings
- Setting and Extracting Time Information

» **JQuery   10 Hrs.**
- Getting Started with jQuery
- Selecting Elements
- Manipulating the Page
- Traversing the DOM and Chaining
- jQuery Utility Methods
- Handling Events and Event Delegation
- AJAX, JSON and Deferreds
- Enhancing with Animation Effects
- Grids , Tables with Ajax , Pagination, JQuery UI
- jQuery Best Practices

HTML 5   10 Hrs.
» **Introduction**
» **Laying out a page with HTML5**
- Page Structure
- New HTML5 Structural Tags
- Page Simplification

» **HTML5 - How we got here**
- The Problems HTML 4 Addresses
- The Problems XHTML Addresses
- The New More Flexible Approach of HTML5 - Paving the Cowpaths
- New Features of HTML5
- The HTML5 Spec(s)
- Current State of Browser Support

» **SECTIONS AND ARTICLES**
- The section Tag
- The article Tag
- Outlining
- Accessibility

» **HTML5 AUDIO AND VIDEO**
- Supported Media Types
- The audio Element
- The video Element
- Accessibility
- Scripting Media Elements
- Dealing with Non-Supporting Browsers

» **HTML5 FORMS**
- Modernizr

- New Input Types

» HTML5 NEW FORM ATTRIBUTES
- autocomplete
- novalidate

» HTML5 NEW FORM FIELD ATTRIBUTES
- required
- placeholder
- autofocus
- autocomplete
- form
- pattern

» NEW FORM ELEMENTS
- datalist
- progress and meter

» HTML5 WEB STORAGE
- Overview of HTML5 Web Storage
- Web Storage
- Other Storage Methods

» HTML5 CANVAS
- Getting Started with Canvas
- Drawing Lines
- Color and Transparency
- Rectangles
- Circles and Arcs
- Quadratic and Bezier Curves
- Images
- Text

» INTEGRATED APIS
- Offline Application API
- Drag and Drop API

BootStrap   5 Hrs.
» Introduction to Bootstrap
- Introduction
- Quick Styles After Dark
- Our First Web Page
- What's Inside?
- Scripts and Styles
- Core Concepts
- Summary

» Layout with Bootstrap
- Introduction
- Grid Layouts
- Simple Layout
- Fixed Grids
- Fluid Grids
- Responsive Design
- Responsive Utilities
- Inspiration
- Summary

» Everyday Bootstrap
- Introduction
- Typography
- Tables
- Forms
- Buttons
- Images and Icons
- Summary

» Bootstrap Component
- Introductions
- Drop down Menu
- Buttons with Menus
- Tabs and Pill
- The Navbars
- Heros, Badges, Labels, and Media
- Summary

» Bootstrap and JavaScript
- Introduction
- More Buttons
- Modals
- Tooltips and Popovers
- Scrollspy
- Typeahead
- Carousel
- Summary

» Live UI Design(100% Realtime Project)   6 Hrs.
- Slideshow Integration
- Implementing Gallery Script
- Adding the Contact Form
- Form validations using JS

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