

Duration: 3 Days

Course Content

This course provides an introduction to HTML5, CSS3, and JavaScript. This course helps students gain basic HTML5/CSS3/JavaScript programming skills. The course focuses on using HTML5/CSS3/JavaScript to implement programming logic, define and use variables, perform looping and branching, develop user interfaces, capture and validate user input, store data, and create well-structured applications.

Who Should Attend

The course is intended for developers who have at least six months of professional experience and who are interested in developing applications using HTML5 with JavaScript and CSS3.

Prerequisites

- Understand the basic HTML document structure
- Use HTML tags to display text content.
- Use HTML tags to display graphics.
- Use HTML APIs.
- Understand how to style common HTML elements using CSS

Course Objectives

After completing this course, students will be able to:

- Describe the new features of HTML5, and create and style HTML5 pages.
- Create HTML5 forms by using different input types, and validate user input by using HTML5 attributes and JavaScript code.
- Send and receive data to and from a remote data source by using XMLHttpRequest objects and jQuery AJAX operations.
- Style HTML5 pages by using CSS3.
- Create well-structured and easily-maintainable JavaScript code.
- Use common HTML5 APIs in interactive Web applications.
- Create Web applications that support offline operations.
- Create HTML5 Web pages that can adapt to different devices and form factors.
- Enhance the user experience by adding animations to an HTML5 page.

Course Outline

- Overview of HTML and CSS
- Creating and Styling HTML5 Pages
- Introduction to JavaScript
- Creating Forms to Collect Data and Validate User Input
- Communicating with a Remote Data Source
- Styling HTML5 by Using CSS3
- Creating Objects and Methods by Using JavaScript
- Creating Interactive Pages using HTML5 APIs
- Adding Offline Support to Web Applications
- Implementing an Adaptive User Interface
- Creating Advanced Graphics
- Animating the User Interface
- Implementing Real-Time Communications by Using Web Sockets
- Creating a Web Worker Process