# UI & ANGULAR JS CURRICULUM

(1) HTML

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

#### 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



## (8) CSS 2 And CSS 3

Semantic mark up
HTML or (x)HTML
THE DOCTYPE
Semantics explained
Document structure and flow
Removing visual elements from mark up
About web standards Validating your mark up

#### CSS Review And Basics

CSS syntax
CSS selectors
Classes and ID's
CSS1 vs CSS2 vs CSS3
The cascade
Inheritance
Specificity
Validating your CSS

#### Some Basic CSS Properties

The box model
Block vs inline elements
Div and span
Border properties



Width, height and max, min The auto property

Creative Artwork And CSS

Using images in CSS
Applying texture
Graduated fills
Round corners
Transparency and semi-transparency
Stretchy boxes
Creative typography

Building Layout With CSS

A centered container
2 column layout
3 column layout
Faux columns

CSS Based Navigation

Mark up structures for navigation Styling links with pseudo classes Building a horizontal navigation bar Building a vertical navigation bar CSS drop down navigation systems

Creating A CSS Styled Form





Form mark up
Associating labels with inputs
Grouping form elements together
Form based selectors
Changing properties of form elements
Formatting text in forms
Formatting inputs
Formatting form areas
Changing the appearance of buttons
Laying out forms

#### Styling A Data Table

Basic table mark up
Adding row and column headers
Simplifying table structure
Styling row and column headings
Adding borders
Formatting text in tables
Laying out and positioning tables

#### Working With Other Media Types

Switching to a different media for print Showing and hiding elements Altering layout for print Changing font and font size for print Showing or hiding link information



(15)

#### Previewing and testing print styles

#### JAVA Script

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

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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

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



## 19 HTML 5

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

#### Working With Other Media Types

Switching to a different media









Delivery to other devices
Dynamically switching style sheets
Accessibility considerations
Graceful transformation
Audio, Video

#### HTML5 AUDIO AND VIDEO

Supported Media Types
The audio Element
The video Element
Accessibility
Scripting Media Elements
Dealing with Non-Supporting Browser

#### 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

Introduction
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







#### (36)

Overview
Setup
Tips and Tricks

#### (37)

Angular JS

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Angular JS Introduction
Angular JS is a JavaScript Framework
Angular JS Extends HTML
Model-View-Controller approach

#### (38)

AngularJS Expressions

AngularJS Expressions
AngularJS Numbers
AngularJS Strings
AngularJS Objects
AngularJS Arrays



Angular JS Directives

Data Binding
Repeating HTML Elements
The ng-app Directive
The ng-init Directive
The ng-model Directive
The ng-repeat Directive



#### AngularJS Controllers

The ng-controller directive Controller Properties Controller Methods Controllers In External Files

#### AngularJS Filters

Adding Filters to Expressions Filtering Input Order By filter

### AngularJS HTML DOM

The ng-disabled Directive The ng-show Directive

#### Angular JS Events

The ng-click Directive Hiding HTML Elements

#### AngularJS Modules

Module Definitions

#### Angular JS Routing

Dependency Injection Angular Services





Understanding Angular Services
Registering Angular Services
Managing Service Dependencies
Injecting Services Into Controllers
Testing Angular Services























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