# Let’s Code! Teaching plan.

1. **Intro.**

(<https://www.youtube.com/watch?v=XNWJhmvJaF8> )

* W3C standardization.
* HTML (Hypertext Markup Language) short history.
* Code redactors. <https://notepad-plus-plus.org/>
* Web browsers.
* <!DOCTYPE html>
* <head></head><body></body>
* Tags: <https://www.w3schools.com/tags/ref_byfunc.asp>
* Text tags: <h1></h1>,<p></p>,<br>,<hr>, <b></b>, <i></i>, <u></u>.
* **Exercise 1: Hello World.**

**2. Text Markup.**

* <div></div>
* <span></span>
* <ul><li></li></ul>
* <a href=”#”></a>
* <img>
* <table>
* **Exercise 2: Email template.**

**3. The world of Forms.**

* <form></form>
* <input>
* <select></select>
* <textarea></textarea>
* **Exercise 3: Contact form.**

**4. CSS. Intro.**

* Types adding CSS on the page.
* Styling tags, id, class.
* Background. RGBA.
* Width/Height.
* Margin/Padding.
* Border/Outline.
* Fonts.
* List styling.
* **Exercise 4: Styling your page.**

**5. CSS. Styling like a Pro.**

* Links and Buttons styling.
* Transition.
* Opacity.
* Display.
* Float.
* Position.
* **Exercise 5: Upgrading the pages.**

**6. Mobile first!**

* Responsive pages and adaptation.
* @media screen().
* Web optimisation.
* Pseudo elements.
* HTML5.
* **Exercise 6. Test yourself!**

**7. Web animations.**

(<https://www.youtube.com/watch?v=DZA-4plmrlw> )

* Transitions.
* Transforms
* @keyframe animations.
* SVG.
* **Exercise 7. Make your page interactive.**

**8. Java Script. Intro.**

(<https://www.youtube.com/watch?v=4Vv1S2RP3co> )

(<https://www.youtube.com/watch?v=nItSSTwBvSU> )

* Data types
* Variables.
* Objects.
* Loops (for, while)
* Functions
* Events.
* This.
* Console.log();
* **Exercise 8: Push the button.**

**9. Frameworks.**

* JQuery.
* Bootstrap. (<https://www.youtube.com/watch?v=gBnhe7JBovI> )
* Angular. (<https://www.youtube.com/watch?v=PF3qr7mMmgA> )
* Webpack.

**10. Welcome to the world of AR.**

* Languages overview: OpenGL, WebGL, ThreeJS, A-Frame.
* Object types: PNG, OBJ, FBX, JSON.
* A-Frame basics.
* **Exercise 10. Your first AR App in 10 lines of code!**