

UI / UX / Frontend Development (60 days)

(HTML5, CSS3, JavaScript, JQuery, AJAX, TypeScript, ES6, Bootstrap 4, Angular JS)

Introduction to UI / UX

Web Application Architecture

List of Technologies used to Web Development

Understanding project development process

List of environments involved in Development

Types of Software Companies

Roles of UI Developer

Roles of UI Designer

Difference between UI Developer & UI Designer

Tools Used for UI / UX

Development Environment Setup

Installation of Editors like WebStorm IDE

Installation of Node JS

Installation of Live Server

How to download source code for development

Integrate the source code with the editor

Usage of live server

Usage of Source Code

Basics of UI

Introduction to Web

Introduction to HTML 5

How it works

Structure of an HTML Doc

HTML First Application

Rules of HTML coding

Header Tags, Paragraph tag

DIV tag, Span Tag, Text Formatting

Unordered List, Ordered List

Images, Tables, Links, HTML Entities, Iframes

Mini Project (The Great India Website)



Forms in HTML 5

Introduction to HTML Forms

HTML Form Elements

HTML Form Input Types

HTML Form Attributes

Mini Project (Online Job Application)

Layout Elements in HTML 5

Introduction

<Section>, <Article>, <Header> <Footer>

<Aside>, <nav>, <figure>, <figcaption>

<Details>, <Summary>, <main> Elements

Mini Project (Company Website)



Media Elements in HTML 5

<audio>, <video> Elements

Introduction to CSS3

Introduction,

CSS Selectors, CSS Pseudo classes selection

Inline CSS, Internal CSS, External CSS

CSS Backgrounds, CSS Borders, CSS Margins,

CSS Paddings, CSS Outlines, CSS TEXT Formatting's,

CSS Fonts, CSS Links, CSS Tables, CSS Positions, CSS

Box Model, CSS Display, CSS Float properties,

CSS Vertical Navigation bar, CSS Horizontal Navigation

bar, CSS Dropdowns, CSS Dropdown Navbar, CSS Tool

Tips, CSS Forms, CSS Image Gallery

2D Transforms in CSS 3

Introduction

translate(), rotate(), scale(), skewX(), skewY()

skew(), matrix()

3D Transforms in CSS 3

Introduction

RotateX, RotateY, RotateZ

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Transitions in CSS3

Introduction

Transition & Transformation

Speed Curve, Delay Transition

Animations in CSS3

Key frames rule, Delay Animation

Specify animation speed curve

Animation shorthand

Buttons in CSS3

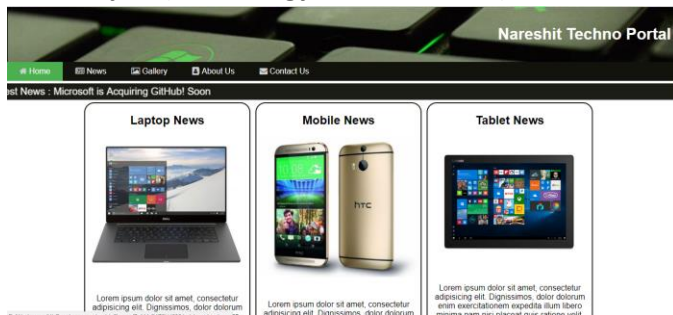
Basic Button Styling, Buttons Colors, Button Sizes,

Rounded Buttons, Hover able Buttons

Shadow Buttons, Disabled Buttons

Button Groups, Animated Buttons

Mini Project (Technology Portal Website)



Basic JavaScript

Introduction to JavaScript

JavaScript features

Understanding Runtime Env

Why to Learn JavaScript

Interesting Facts of JS

History of JavaScript

Setting up Development Env

JavaScript Basics

Inline JavaScript

Internal JavaScript

External JavaScript

Variable Declaration in JS

JS Data Types

JS Operators

JS Conditional Statements

JS Objects

JS Arrays

JS Functions

JS Math & Date Objects

JS Math & Date & String Objects

Collections in JavaScript

JS DOM Manipulation

Advanced JavaScript

JS Scopes Concepts

JS Advanced functions

JS Closures

JS Objects advanced

Mini Project (Typing Master App)



JavaScript Number App



JavaScript Form Validations

Register Here

User Name

User Name Required

Email

Password

Confirm Password

Register

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(HTML5, CSS3, JavaScript, JQuery, AJAX, TypeScript, ES6, Bootstrap 4, Angular JS)

JQuery

Introduction

JQuery selectors

JQuery Events

JQuery Effects

JQuery with HTML

JQuery Forms Manual

JQuery Forms Auto

JQuery with CSS

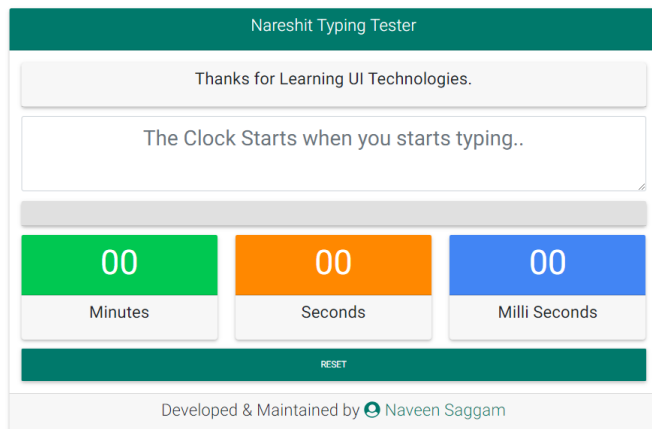
JQuery Plugins Usage

AJAX Introduction

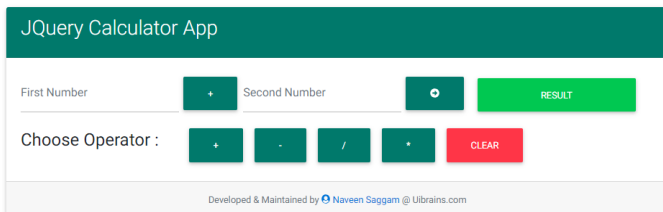
AJAX Usage in Web applications

JQuery and AJAX Integration

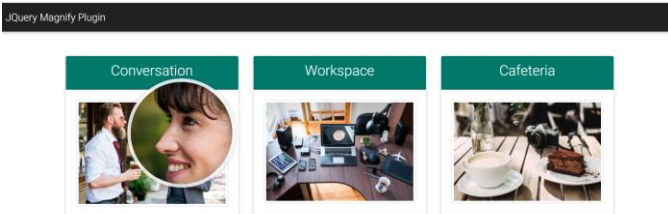
JQuery Typing Tester App



JQuery Calculator App



JQuery Plugins (Magnifier)



ECMA Script 6 Features

ES6 Default Parameters

ES6 Template Strings

ES 6 Let & Const

ES 6 For....of loops

ES 6 Lambdas / Arrow Functions

ES 6 Destructing

ES6 The Spread Operator

TypeScript Development

Introduction to TypeScript

TypeScript Overview

Differences between JavaScript and TypeScript

TypeScript Editors

Installing TypeScript

Project Setup in TypeScript

TypeScript Hello World

TS Data Types

TS Enums

TS Functions

TS Default Arguments

TS Optional Arguments

TS Function Overloading

TS Interfaces

TS Classes

TS Constructors

TS Methods

TS Getters & Setters

TS Lambda Expressions

Mini Project on TypeScript



Bootstrap 4 Development

Introduction

What is Bootstrap?

Features of Bootstrap

History of Bootstrap

Bootstrap Overview

Bootstrap Installation

Tools Used for Web Development

Setting Development Environment

Bootstrap First Application

Bootstrap Components Overview

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Basic Typography

Text Alignment & Display

Floats Position in Bootstrap

Colors Background

Spacing in Bootstrap

Sizing in Bootstrap

Breakpoints in Bootstrap

Buttons in Bootstrap

Navbars in Bootstrap

List groups and Badges in Bootstrap

Forms in Bootstrap

Input groups in Bootstrap

Alerts & Progress bars in Bootstrap

Tables & Pagination in Bootstrap

Cards in Bootstrap

Media Objects

Grid System in Bootstrap

Grid Alignments in Bootstrap

Flex boxes in Bootstrap

Auto margin & wrapping order in

Carousels in bootstrap

Collapse classes in Bootstrap

Tooltips in Bootstrap

Popovers in Bootstrap

Modals in bootstrap

Introduction to Angular JS

Introduction

What is Single Page Application?

Declarative vs Imperative Programming

How Angular Application Works

First Angular JS Application

Angular Directives

Angular Controllers

Angular Modules

Dependency Injection

Two way Data binding

Examples of Two way Data binding

Ng-init and ng-if Directives

Ng-model directives example

Angular JS Clock App

Angular JS Nested Controllers

Angular JS Controller As Syntax

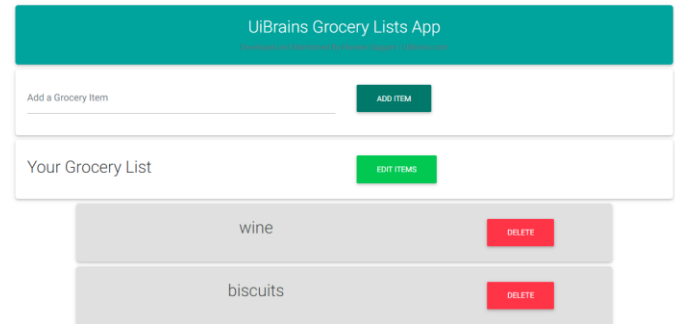
Angular JS Calculator App

Ng-show , ng-hide examples

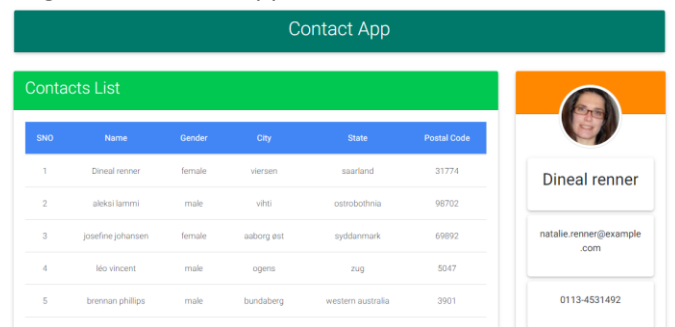
Ng-repeat directives example

Angular JS Number Selection App

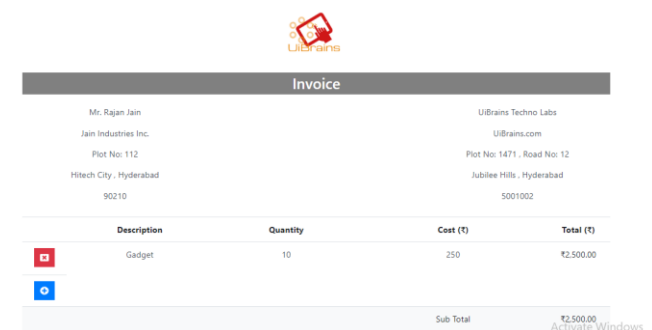
Angular JS Real world TODO App



Angular JS Contact App



Mini Project (Angular JS Invoice App + Bootstrap 4)

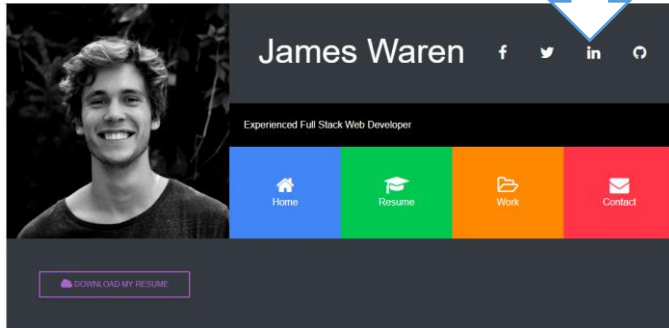


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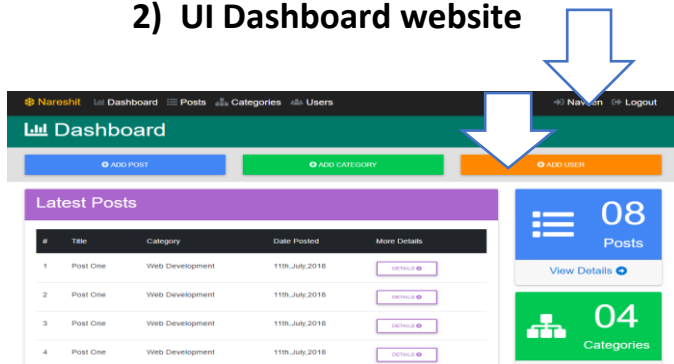
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Major Real Time Projects & live Coding

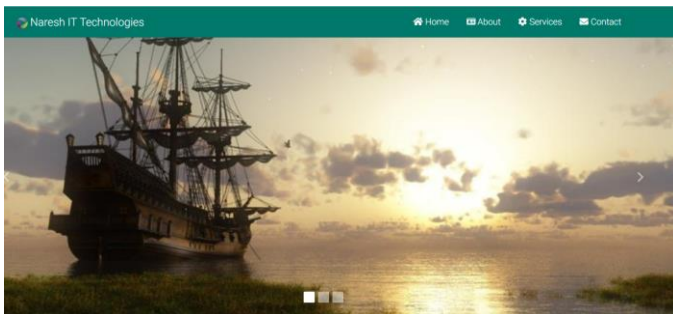
1) Online Resume Website



2) UI Dashboard website



Corporate website



Course Highlights:

- 1) Please note we are going to develop **8 Mini Projects** and **3 Major Projects** with live coding in this entire course.
- 2) **Laptops** are mandatory for attending this course.
- 3) Each Technology will be covered from **Zero** to **Hero** strategy.
- 4) Each Technology is perfectly organized with **Starter Template** and **Completed Template**.
- 5) **Real Time Oriented** Course Structure.
- 6) Complete Source code will be provided to you time to time after completion of each technology.

Thanks for your interest in learning and Development of UI Technologies.

Naveen Saggam