Total Day 11

Phase 4 : Day1 : 09-09-2022

Front end technology

Html, css, JavaScript, bootstrap, Typescript and Angular Framework

https://[www.google.com](http://www.google.com) ----------🡪 URL Uniform resource locator

http : protocol : set of rules which help to communicate more than one machine

s : secure

http : hypertext transfer protocol

www : world wide web

google : domain

com : commercial

req(http/https)-----------🡪Req

Client Server

🡨------res(http/https)

HTML

CSS

Bootstrap

JavaScript

ES5 and ES6

Typescript

Angular Framework

HTML : Hyper text mark up language which is use to create the web page. Web page can be static or dynamic.

1.0, 2.0, 3.0, 4.0, 5.0

HTML 5

Using html we can display the content on browser.

CSS : Cascading style sheet : with help of CSS we can apply lot of formatting style for web page or we can apply presentation logic for web page.

1.0, 2.0, 3.0

With the help of css we can apply formatting style for that contents.

JavaScript : JavaScript was object based interpreter scripting language till ES5.

JavaScript is object oriented interpreter scripting language from ES6 onwards.

ECMA

JavaScript was using to do validation.

1. Using JavaScript
2. Using HTML5 features

Using JavaScript we can do programming on web page without server.

Bootstrap is a open source css web framework. Which provided lot of pre-defined classes which help to apply formatting style for web page.

Typescript : It is super set of JavaScript which support more ES6 or Oops features.

JavaScript doesn’t support data type concept. Typescript support data types.

Angular Framework :

HTML :

CSS : Cascading style sheet

Inline CSS

Internal or embedded css

External css

HTML is not a structure. We can write the program in html without tag but file must be .html or .htm etc.

Html 4

<!doctype HTML PUBLIC url=”…………………………dtd”/>

Document type definition

From html 5 they remove this rule and introduce more tags to make dynamic web page

Section, main, header, footer, audio, video etc.

<!DOCTYPE html> : we are giving the instruction to browser we are going to write

Html5 features.

JavaScript :

ES5

JavaScript is an object based interpreter scripting language.

Object base : old version JavaScript didn’t support class keyword it provided lot of pre-defined object as well as we can create user defined object.

Interpreter : it will check the code line by line.

Scripting language :

To run the JavaScript we have to use script tag. This tag we can write in between head tag or body tag of html page.

We can write script as internal or external.

<script type=”text/JavaScript”> opening tag

</script> closing tag

This tag we can write in between head or body tag of web page.

Variable declaration : To declare the variable in JS till ES5 we use var keyword.

Syntax

var variableName;

data type : JavaScript is known as loosely type data types. Base upon value it consider that type of data type.

1. Undefined
2. Number
3. String
4. Boolean
5. Object reference

Operator :

Arithmetic operator : +, -, \*, /, %

Assignment operator : =

Conditional operator : >, >=, <, <=, ==, !=, ===

Increment and decrement operator : ++, --

Ternary operator : condition ? true:false

If statement

1. Normal if statement
2. If else
3. If else if
4. Nested if
5. Switch statement

Looping

while loop

do while loop

for loop

function : function is use to write the set of instruction to perform a specific task.

Function mainly divided into two types.

1. Pre-defined or global function
2. User-defined or custom function

Pre-defined functions

1. alert(“msg”); This function is use to display the message as pop up.
2. prompt() : This function is use to take the value through keyboards.
3. parseInt() : This function is use to convert string to integer
4. parseFloat() : This function use to convert string to float
5. eval() : this function use to convert string to number. It is a combination of int and float.
6. confirm() : this function display pop up message with 2 button. If user click ok it return true else return false.

do {

alert -🡪 1: Add 2 :sub

using prompt take the choice

switch statement

case 1: take the value of a and b and convert using eval, parseInt or parseFloat

do the sum

case 2 take the value of a and b and convert using eval, parseInt or parseFloat

do the sub

default wrong choice

using confirm ask the do you want to continue

}

Using alert display thank you

Phase 4 : Day2 : 10-09-2022

CSS : Cascading style sheet

Inline css : <tagName style=”property:value;”> </tagName>

Internal or embedded css

<style type=”text/css”>

Selector {property:value}

</style>

1. universal selector : \*
2. specific selector : tagName
3. global class selector .className
4. local class selector tagName.className

Bootstrap : Bootstrap is an open source responsive css web framework. Which provided lot of pre-defined classes base upon tags like p, div, span, button, form, tables etc.

Responsive provide a features to arrange the component or html tags base upon the device width and height.

Semantic UI

Angular : Angular material

After HTML5 we can make responsive web application with help of CSS also.

Bootstrap provided lot of predefined classes.

So we have to include bootstrap external file

1. offline
2. online

bootstrap 5.x

container and container-fluid

container and container-fluid is known as layout class which we can apply for div or p.

bootstrap grid layout

grid layout help us to arrange the html component or tags in row and columns formats.

By default every row in grid layout divided into 12 columns.

xs < 576px

sm ≥ 576px

md ≥ 768px

lg ≥ 992px

xl ≥ 1200px

xxl ≥ 1400px