**11 Days**

HTML/HTML5 and CSS/CSS3 --🡪 3 days

JavaScript using ES5 and ES6 --🡪 3 days

Overview of Node

TypeScript

Angular Framework 11 --🡪 5 days

**Day 1- 30-03-2021**

https://[www.google.com](http://www.google.com) : URL

Uniform resource locator.

----🡪Req(https/https)--🡪

Client Server

🡨-- res(http/https)

HTML/HTML5

**Hyper Text Markup language** CSS/CSS3

**Cascading Style sheet**

JS

**JavaScript**

http : hyper text transfer protocol

protocol : set of rules which help to communicate more than once device.

S : secure

www: world wide web

google : domain or server name or app name.

com : commercial

HTML/HTML5--🡪 It is use to display the content on web page(browser).

CSS/CSS3 --🡪 : Look and feel for the content or presentation for the contents.

JS (JavaScript) -🡪 Actions on contents or event on contents or programming on web page.

**HTML** : Hyper text mark up language : HTML is use to create the web page.

Web page is use to display the contents in different format like text, bold, italics, form, table format, audio, video etc.

HTML is very simple language. HTML provide lot of pre-defined tags or elements which use to create the web page.

HTML is case insensitive.

HTML tags syntax

<tagName> opening tag

</tagName> closing tag

<tagName/> self-closing tags

HTML tags

1. Html
2. Head
3. Body

<html>

<head>

</head>

<body>

</body>

</html>

1. **Title tag :** This tag is use to display the message in title bar of web page.

This tag must be in between head tag.

1. Paragraph tag : This tag is use to display the message in browsing area.

<p> </p>

1. Break tag : <br> or <br/>
2. Heading tags : heading tag is use to write heading on paragraph or other tags.

6 types of heading tag

h1 to h6

H1 largest

H6 smallest

**Attribute :** Attribute is known as properties of tags.

Syntax of attribute

<tagName attributeName=”value” attributeName=’value’ attributeName=value>

</tagName>

Attribute we have to use in opening tag in the form key-value pairs. Where value may be single or double or without any quote.

Separation between 2 attribute are space.

P and heading tags.

align=’left/right/center’

**font tag :** This tag is use to change the size, color and style(face).

Hyper link :

1. External hyper link
2. Internal hyper link or bookmark(one page html app).

External hyper link

<a href=”pageName.html”>Text</a>

a🡪 anchor tag

href 🡪 hyper reference.

**Internal Hyper link**

<a href=”#a1”>Text</a>

**Add Images**

<img src=”imageName.jpeg/gif/png/” />

img : image

src: source

**list tags**

This tag is to display the items or contents one by one

1. Unorder list tag

<ul>

<li></li>

</ul>

ul : Unorder list

li : list item

1. Order list

<ol>

<li></li>

<li></li>

</ol>

Ol : Order list

Li : list item

1. Definition list

<dl>

<dt></dt>

<dd></dd>

</dl>

Dl : definition list

Dt : definition term

Dd : definition description

**Table Tag :**

Employee details

**Id Name Salary**

100 Ravi 12000

101 Ramesh 14000

103 Lokesh 16000

Table ->

Tr --🡪 table row

Th-🡪 table heading

Td -🡪 table data.

Form tag

Login page

Login Page

UserName TextField

Password PasswordField

Submit Reset

Form tag

<input type=”text/password/radio/checkbox/button/file/submit/reset”/>

Query Param concept : the information send through URL.

URL?name=value&name=value&name=value&name=value

In form tag we can use method attribute to mention the type of method.

By default all html form method is consider as **get**.

If method is get. Information send through URL using query param concept.

Get method is not a secure.

If we want to achieve security we have to use method = post

If method is post data send through body part of http request.

The performance wise get the faster than post.

Using get we can send maximum 255 character data through URL.

Application.html

**FirstName TextField**

**LastName TextField**

**Gender RadioButton Male RadioButton Female**

**Hobbies checkbox Reading checkbox playing**

**City Dropdown**

**Address textarea**

**UserName TextField**

**Password PasswordField**

**Create Reset**

<file:///C:/Users/91990/Desktop/Angular%20Training/UI%20Programs/HTML%20Programs/home.html?fname=Raj&lname=Deep&gg=male&hh=reading&hh=playing&city=Bangalore&add=Kar>

HTML is not a structure.

HTML 4.x

<!doctype HTML public uri=”………………………..dtd”

<html>

</html>

Document type definition : This file contains all tags rules details. Like root tagName html, contains number of child tags like head and body Then body must contains more than one p, h1 to h6.

HTML 5

<!doctype HTML> : Given the instruction to browser we are using html 5 features. (optional).

IDE : Integration Development Environment

Notepad ++

Eclipse

Netbean

Bracket

ATOM

VS Code (Visual Studio Code) :

Develop small web application which contains html5 features.

Online shopping.

Login page :

Dashboard page :

4 hyperlink

First page

Second page

Third page

Fourth page

**Day 2- 31-03-2021**

CSS : Cascading Style Sheet

Without CSS if we want to apply any formatting style we have to depends upon the other tags or other tags attribute.

Without CSS actual contents and formatting style both are mix together.

We can’t achieve separation of concern.

So with the help of CSS we can apply more formatting style which is not possible with the help of tags.

Using CSS we can achieve separation of concern (actual contents and formatting style separate).

Types of CSS

1. Inline CSS
2. Internal CSS or embedded CSS
3. External CSS

Inline CSS : Syntax

<tagName style =”property:value”> </tagName>

Body, p, h1 to h6,div, span, form etc.

Internal CSS or embedded CSS

Syntax

<style type=”text/css”>

Selector {property : value;property:value}

</style>

This tag we have to write in between head tag.

Different types of selector

1. Universal selector : \* {property:value}
2. Specific selector : tagName {property:value}
3. Multi specific selector : tagName,tagName,tagName {property:value}
4. Local class selector : tagName.className {property:value}
5. Global class selector .className {property:value;}
6. Id selector : #IdName {property:value}

Class selector : more than one can be belongs to same class or class is groups of tags.

Class can contains same type of tags or different type of tags.

Id selector : to make tag unique we have to use the Id for that tag.

p.abc {}

.xyz{}

<p class=”abc” id=”p1”></p>

<p class=”xyz” id=”p2”></p>

<p class=”abc” id=”p3”></p>

<h1 class=”xyz” id=”hh”></h1>

Using ID in JavaScript or jQuery we can read, write and update the content dynamically.

Using internal or embedded CSS the rules apply for only one web page.

External CSS file.

**Font family related property**

Every html tag follow Box Model concept.

Every tag surrounding contains padding, border and margin.

Padding and margin we can’t see but we can see border.

**Semantics tags**

**CSS3 Properties**

CSS3 transform property : This property allow you to translate, rotate, scale and skew element or html tags.

CSS3 transitions property : This property allow to change property values like size, color, background colour smoothly, over a given period of a time.

2 points

1. CSS property which we want to change
2. The duration for to get the effect.

Bootstrap : Bootstrap is a open source CSS framework. Bootstrap is use to create the responsive web application depending upon the device. Like Laptop, Computer, Mobile etc.

Using HTML5 Meta tag we can achieve responsive web application.

<meta name="viewport"

    content="width=device-width, initial-scale=1.0">

This tag responsible to read the device with and align the html contents.

Here <meta> meta-data (data about data)

Viewport is a attribute name. gives the instructor to browser how to control the page’s

dimension and scaling.

The initial scale 1.0 parts set the initial zoom level when the page is first loaded by the

browser.

Sytles.css

.fontClass {

font-size:20px;

font-family:

color:

}

Bootstrap provided lot pre-defined CSS classes depending upon the tags.

Container and container-fluid

Container : container is a pre-defined class provided by bootstrap which use fixed width depending upon the device.

Container-fluid : This type of class take the full with of the viewport or device.

<div>

</div>

­Button related classes

     <input type="button" value="click Here"/><br/>

     <input type="button" value="click Here" style="color:red;background-color: yellow;"/><br/>

     <input type="button" value="click here" class="btn"/><br/>

     <input type="button" value="click here" class="btn btn-success"/><br/>

     <input type="button" value="click here" class="btn btn-secondary"/><br/>

     <input type="button" value="click here" class="btn btn-primary"/><br/>

     <input type="button" value="click here" class="btn btn-danger"/><br/>

     <input type="button" value="click here" class="btn btn-info"/><br/>

     <input type="button" value="click here" class="btn btn-link"/><br/>

     <input type="button" value="click here" class="btn btn-dark"/><br/>

     <input type="button" value="click here" class="btn btn-success" style="color:blue;background-color: cornsilk;"/><br/>

**Grid layout :** Bootstrap Grid layout system use a series of container, rows and columns to layout and align the contents.

Grid layout each row divided into 12 columns.

Xs : extra small < 576px

Sm :small >=576px

Md : medium >=768px

Lg : large >=992px

XL extra large >=1200px

Day 4 : 02-04-2021

JavaScript

JavaScript was object based interpreter scripting language up to ES5.

Object based Vs Object oriented : Java, C++, C#

Class, object, Inheritance, Encapsulation, Polymorphism, Abstraction

Interpreter Vs compiler : both are translator which convert one format to another. Compiler convert whole code at time. Interpreter convert line by line.

ES :ECMA : European Computer Manufacture Association.

ES is a concept. The implementation of ES is JavaScript.

ES5

ES6, ES7 etc.

If we want to do programming on web page. We can use JavaScript.

If we want to write JavaScript we have to use the script tags.

Syntax

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

document.write(“Welcome to JavaScript”);

</script> closing tag

We can write more than one script tag in head part or body part of html code.

In JavaScript it is not mandatory every statement end with semicolon.

JavaScript is case sensitive.

JavaScript can’t understand any HTML tags. but if want to use the any html code inside a script tag we have to use inside a double quote.

**Variable and data types**

In JavaScript to declare the variable we use var keyword.

Syntax

var variableName;

dynamic data type or loosely data type concept.

var a; // default value for that variable is consider as undefined.

var n=10; //now n is consider as number data type

var m=10.10; //number type consider

var name=”Ravi Kumar”; //string type consider

var res = true; //Boolean type consider

var obj = new Date(); //object reference consider

**Operators :**

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

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

Logical operator : && , || !

Increment and decrement : ++ --

Assignment operator : =

Triple operator : ===

Ternary operator : condition?true:false;

Typeof :

If statement :

1. Simple if

If (condition) {

}

1. If else

If(condition) {

}else {

}

1. Nested if : if within another if

If(condition) {

If(condition) {

}else {

}

}else {

If(condition ) {

}else {

}

}

1. If else if

If(condition ) {

}else if(condition ) {

}else if(condition) {

}else {

}

switch statement

syntax

switch(variableName) {

case v1: block1;

break;

case v1: block2;

break;

default : wrongblock;

break;

}

switch, case, break and default are keywords.

variableName : it must be type of number(without decimal) , char or string values.

Loop : Looping is use to execute the set of statement again and again till the condition the conditions become false.

Initialization

Condition

Increment / decrement

While loop : entry loop

I=1,n=10;

while(i<=n) { depends upon the condition

Task

I++ or n--;

}

Do while loop : exit loop

I=1,n=10;

do {

task

i++ or n--

}while(i<=n);

For loop

Syntax

1 2 4 fixed iteration

for(initialization;condition;increment/decrement) {

body of the loop; 3

}

function and events

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

2 types

1. Pre-defined function
2. alert(“Msg”); This is use to display the message.
3. prompt(“Msg”) : This is use to take the value through keyboards.
4. parseInt() : convert string to integer
5. parseFloat() : convert string to float
6. eval() : convert string to number (int or float).
7. Confirm() : This function with alert message contains two button ok or cancel. If user click ok then it return true or return false.

Do

Alert 1: Add, 2 :sub

Using confirm

Switch

Case 1 Add

Eval, parseInt parseFloat

Case 2 Sub

Confirm : to continue or finish

while(variableName)

Alert : finish

1. User-defined function

Normal creation of user-defined functions

Syntax

function functionName(parameterList) {

}

Event : Interaction between user and component (HTML tags).

Or

Event provide the bridge between HTML code and JavaScript.

Type of events :

In JavaScript all events are start with pre-fix on followed by name of the events.

onClick

onDblClick

onMouseOver

onMouseOut

onKeyUp

onKeyDown

onChange

onBlur

onFocus

onSubmit

onLoad etc

DOM : Document Object model :

We can get the value of HTML forms component using name attribute or id attribute.

Name : more than one tag can contains same name like radio button, checkbox etc

To get the value using name attribute

var allNames = document.getElementsByName(“user”);

//firstName

var fname = allNames[0].value;

var lname = allNames[1].value;

FName : <input type=”text” name=”user”/>

LName : <input type=”text” name=”user”/>

[100,200,300];

Form Validation

1. Using JavaScript
2. Using HTML5 features

Git : Git is open source sub version control software or tool. Which help to records every update done one every team or person in file or projects.

Git repository : it is folder which contains more than one file or sub folder.

Local repository :

Syntax to create the local repository

**git init : This command is use to create the local repository**

**git status : : This command is use to check the status of local repository.**

**git add filename : This command is use to add the file to staging area.**

**git commit –m “Message” : This command is use to pass the file from staging area to local repository**

if we do any change in folder like added new file, updated file, delete the files.

**git add .**

**git commit –m “message for that change”**

**Remote repository: remote folder git hub, aws, azure etc.**

**Git hub : create the account the create the remote repository**

**To connect local repository to remote repository we have to execute the command as**

git remote add origin <https://github.com/Kaleakash/abcde.git>

now added now we have to push the data from local repository to remote repository using command as

git push –u origin HEAD

next time if we do any changes we have to fire 3 commands.

git add .

git commit –m “message for commit”

git push –u origin HEAD

**Day 5- 03-04-2021**

JavaScript Object Hierarchy

object : object is a real world entity.

Properties or State have variables / fields

object

behaviour do/does functions / methods

person

bank

animal

car

laptop

pen

In JavaScript object are divided into 2 types

1. Pre-defined objects
2. User-defined objects

BOM Hierarchy : Browser Object Model

DOM Hierarchy : Document Object Model

object 🡪 property / variables

Behaviour / functions

object

-🡪property

Behaviour

Object

* Property

Behaviour

Object



window is a top most object in BOM Hierarchy

BOM hierarchy object are useful when we want to get the details about the browser.

History, location, screen etc.

document is a top most object in DOM hierarchy

document object provide the details about the web page contents.

Using DOM Hierarchy we can read, write and update the HTML contents dynamically.

setTimeout()

setInterval()

clearInteval()

In JavaScript we can achieve two type of communication

1. Synchronous communication
2. Asynchronous communication

Statement wise

L1 Statement

L2 Statement

L3 Statement

If the program execute sequentially. L2 will execute after L1. L3 will execute after L2.

This concept is also known as synchronous statements.

Function call

dis1()

dis2();

dis3();

If the execution call execute sequentially. Dis2() start execution after dis1() finish. Dis3() start execution after dis2().

1st req

2nd req

3rd req

4th req

Client Server

2nd request execution start after 1st request acknowledgement.

3rd request execution start after 2nd request acknowledgement.

Asynchronous communication

N number of statement or function call or request execute independently.

JavaScript is a single thread scripting language.

Java is a multi threaded programming language.

setTimeout()

setInterval()

clearInteval()

These are pre-defined methods part of window object which will execute asynchronously.

setTime(1st,2nd)

1st parameter function name, 2nd parameter time to execute the code.

**In CSS**

font-size

background-color

JavaScript apply style using id

document.getElementById(“idName”).style.color

document.getElementById(“idName”).style.fontSize

document.getElementById(“idName”).style.backgroundColor

Basic Pre-defined objects or utilities objects.

String

Date

Array

Boolean

Math

**User-Defined object using ES5 style**

object : any real world entity

properties

Person

Behaviour

Bank

Animal

Car

Class : class is a blue print of object or template object.

But up to ES5 if we want to describe the object we have to take the help of function style syntax.

**ES6 JavaScript**

Etc

JSON

Etc