

MASTERING WEB DEVELOPMENT WITH EDUREKA

Getting Started with Web Development

Don't just Learn it, Master it!



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Chapter 1

INTRODUCTION TO WEB DEVELOPMENT



Web Development is basically the tasks associated with developing websites for hosting via intranet or internet. The Web Development process involves web design, web content development, client-side/server-side scripting, and network security configuration.

1.1 What is a Website?

A website can either be a simple one-page site, or it could be an incredibly complex web application. When you view your website on the web in a browser, it is because of all the processes involved in **Web Development**. Websites act as a bridge between those who want to share information and those who want to consume it. It helps you reach out to potential clients at a global stage.

Websites are a bunch of files stored on computers called servers. The servers are computers that are used to host websites and store the website files. These servers are connected to the giant network called the World Wide Web. Browsers are programs that you run on your computer. They load the website files via your internet connection. Now, there are 3 main components that make up every website:



WEBSITES APPLICATIONS



Helps in Publishing Ideas



Enables Businesses Communicate with Customers



Advertise Business Offers



Reach Global Customer Base



Sell Products Online

PARTS OF WEB DEVELOPMENT

1

FRONTEND
DEVELOPMENT

2

BACKEND
DEVELOPMENT

The front end is responsible for how a website looks, while the back end for the server, its applications, and databases to ensure the best user experience.

Chapter 2

FRONTEND VS BACKEND

In the domain of Web Development, two of the most prominent terms are Frontend and Backend. These terms are different from each other and perform very crucial functionalities. It is very important for each of these sides to communicate and operate effectively with the other as a single unit in order to improve the website's functionality.

2.1 Frontend Development

Frontend development is the part of Web Development that is responsible for coding and creating the frontend elements of a website. These elements are the features that an end user can directly view and access.

Frontend Skills

It is important to make sure that web applications download fast and are responsive to user interaction, regardless of a user's bandwidth, screen size, network, or device capabilities.

1

RESPONSIVE DESIGN

We use different gadgets like computers, phones, and tablets to look at web pages. The web pages adjust themselves to the device you're using without any extra effort from your end. This is due to the responsive design. One major role of a Frontend Developer is to understand the responsive design principles and how to implement them on the coding side. It is an intrinsic part of CSS frameworks like Bootstrap. These skills are all interconnected and so as you learn one, you'll be eventually making progress in the others.

2

BUILD TOOLS

The modern web browsers come equipped with developer tools for testing and debugging. These tools allow you to test the web pages in the browser itself and find out how the page is interpreting the code. Browser developer tools usually consist of an inspector and a JavaScript console. The inspector allows you to see what the runtime HTML on your page looks like, what CSS is associated with each element on the page. The JS console allows you to view any errors that occur as the browser tries to execute your JS code.

3

VERSION CONTROL/ GIT

Version control is the process of tracking and controlling changes to your source code so that you don't have to start from the beginning if anything goes wrong. It is a tool that is used to track the changes made previously so that you can go back to a previous version of your work and find out what went wrong without tearing the whole thing down.

2.2 Backend Development

Backend Development is the part of Web Development that is responsible for the development of the backend programs of a website. In contrast to Frontend Development, the backend focuses on the development of server-side web application logic and integration. Backend developers also enable the communication between a database and application.

Backend Skills

The backend layer forms a dynamic connection between the frontend and the database. To get this layer working it's important to know at least one of the programming languages and knowledge of server-side frameworks is mandatory.



PYTHON

Python is an open-source, object-oriented programming language that was released in 1991 and ever since it has become one of the favorite languages of most software and web developers.



JAVA

Java is an open-source, high-level programming language which was released by Sun Microsystems in 1996. It follows the Write Once Run Anywhere (WORA) approach that makes it compatible to run on any platform.



PHP

PHP is an open-source, server-side scripting language used to develop the backend logic of an application. It is a powerful tool for making dynamic and interactive websites.



NODEJS

NodeJS is an open-source, JavaScript framework used specifically for creating the backend or the server-side of an application. Through NodeJS, JavaScript can now finally run on the server-side of the web.

Apart from frontend and backend skills, there are a few more skills necessary for Web Development.

2.3 Data and Database Skills

The data layer is a massive warehouse of information. It contains a database repository that captures and stores information from the frontend, through the backend. A prerequisite is to have knowledge of how data is stored, edited, retrieved, etc. An understanding of Databases such as **MySQL**, MongoDB is a must.

2.4 Server and Deployment Skills

Servers are basically computers that store website files and other resources like databases.

Server Setup - To make a website accessible publicly on the internet, it needs to be installed on a server.

Once you have your domain name and server space, it's time to set up the site on the server.

Deployment Tools - To get files from your own computer up to your server, you need a protocol. This is basically a method of transporting files or other data to and from a server.

Chapter 3

WEB DEVELOPMENT IDES

Integrated Development Environments (IDEs) are the tools that are extremely important when it comes to coding. In today's market, you'd find an enormous number of IDEs that serve different purposes. As a result, it gets really confusing to select one IDE that will serve all your requirements. Below are the [Top IDEs for Web Development](#).

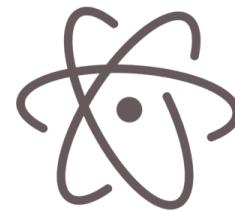
BEST IDES



Visual Studio Code



PHPStorm



Atom



PyCharm



NetBeans



WebStorm



Sublime Text



Brackets



IntelliJ IDEA

Chapter 4

HTML & CSS

HTML and CSS are the fundamental programming languages required for Web Development and Designing. These are mandatory for the developers, marketers, etc.

4.1 HTML

HTML stands for [HyperText Markup Language](#) and it is the standard markup language for creating web pages and web applications. It is used to describe the structure of Web pages using markup. A markup language is a computer language that is used to apply layout and formatting conventions to a text document. Markup language makes the text more interactive and dynamic. It can turn text into images, tables, links, etc. HTML tags have two main types:

- 1. Block Level:** Block-level elements take up the full available space and always start a new line in the document. Example of block tags includes headings and paragraphs.
- 2. Inline Tags:** Inline elements only take up as much space as they need and don't start a new line on the page. They usually serve to format the inner contents of block-level elements. Some of the examples of inline tags include links and emphasized strings.

The three block level tags that you need for your HTML document are:

1. The `<html></html>` tag is the highest level element that encloses every HTML page.
2. The `<head></head>` tag holds meta information such as the page's title and charset.
3. Finally, the `<body></body>` tag encloses all the content that appears on the page.

```
<html>
  <head>
    <title>Page title </title>
  </head>

  <body>
    <h1>This is a heading </h1>
    <p>This is a paragraph </p>
    <p>This is another paragraph </p>
  </body>
</html>
```

e!

4.1.1 HTML Fundamentals

HTML documents end with the .html or .htm extension. You can view it using any web browser. The browser reads the HTML file and renders the content for users to view it. Each HTML page consists of a set of tags or elements which are known as the building blocks of web pages. They create a hierarchy that structures the content into sections, paragraphs, headings, and other content blocks.

To build a webpage with HTML, you need to know about some of the basic elements such as:



Headings

HTML headings are defined with `<h1>` to `<h6>` tags. `<h1>` defines the most important heading. Whereas, `<h6>` defines the least important heading:

```
<h1>First Heading</h1>
<h2>Second Heading</h2>
<h3>Third Heading</h3>
<h4>Fourth Heading</h4>
<h5>Fifth Heading</h5>
<h6>Sixth Heading</h6>
```

Paragraphs

HTML paragraphs are defined with `<p>` tags. You can add as many paragraphs as you want with this tag.

```
<p>First Paragraph</p>
<p>Second Paragraph.</p>
```

Links

HTML links are hyperlinks. You can click on a link and redirect to another document or webpage. Links are defined with `<a>` tags:

```
<a href="www.edureka.co">Add Link</a>
```

Images

Images are required to beautify or depict complex concepts in simple ways on your web page. HTML images are defined with `` tags. The source file (src), alternative text (alt), width, and height are provided as attributes:

```

```

Buttons

The `<button>` element is used for creating an HTML button. All the texts between the opening and closing tags appear as text on the button. It defines a clickable button. Inside a `<button>` element you can add texts or images:

```
<button> Click here
</button>
```

Lists

HTML provides three ways to specify lists of information. All lists must contain one or more list elements.

1. ``: Unordered list sorts items using plain bullets.
2. ``: Ordered list uses different schemes of numbers to list your items.
3. `<dl>`: A definition list arranges your items in the same way as they are arranged in a dictionary.

Tables

An HTML table is defined with a `<table>` tag

1. Rows are defined with `<tr>` tags
2. Headers are defined with `<th>` tags
3. Table Cells are defined with `<td>` tags

4.1.2 Basic HTML Webpage

```
<html>
<head>
<title>What is HTML?</title>
</head>
<body BGCOLOR="black">
<h1><font color="white">Welcome to Edureka!</font></h1>
<p><font color="white">Learn about HTML <a href="www.edureka.co">here</a></font>
</p>
<center>
</center>
<ul><font color="white">
<li>Full Stack</li>
<li>Java</li>
<li>Python</li>
<li>Cloud Computing</li>
</ul></font>
</body>
</body>
<button>Click here</button>
</body>
</html>
```

4.2 CSS

CSS stands for **Cascading Style Sheets**. CSS is a technology proposed and developed by the **World Wide Web Consortium**, or W3C for short. It was released to help free web-developers from the tedious process of inline styling and make styling a separate entity in itself. CSS brought about a revolution in web-development and how people perceive the process of building a website. Prior to the existence of CSS, elements had to be styled in an in-line fashion or the style were implemented in the head section of an HTML page. changed due to the cascading nature of CSS. Here are the three major ways CSS cascades:

- 1. Elements** – The same CSS style can be applied to multiple elements to achieve the same style.
- 2. Multiple Style One Element** – Multiple styles can be applied to a particular HTML element to achieve a unique style.
- 3. Same style, Multiple Pages** – The same stylesheet can be applied to different HTML pages altogether to achieve template styling very quickly.

4.2.1 CSS Fundamentals

1

SELECTORS

Selectors, as the name suggests is a way to target specific HTML elements for styling purposes. If you are well versed with HTML, you will remember the two special attributes that can be added to any HTML elements i.e. ID and CLASS. With the help of these two attributes, CSS can be targeted at specific elements.

- 1. ID** – An ID is unique. A particular ID can only be assigned to a single element. IDs are used when specific styling is being tried to be achieved over a single element. Here is a pictorial example of how to use an ID.
- 2. Class** – Just like the word suggests, a class is a collective way of targeting HTML elements for styling. Classes are not unique and multiple elements can have the same class. In fact, multiple classes can also be added to the same element to achieve the desired style and look. Here is an example of the usage of classes.

```
<div id = "submit">
#submit {
    position: absolute;
}
```

2

PROPERTIES & VALUES

If you look at the given image, you will notice that the styling commands are written in a property & value fashion. In the given picture, the property is font-color while the value is yellow. The CSS syntax also incorporates a statement terminator in the form of a **semi-colon** `;`. The entire style is then wrapped around curly braces and then attached to a selector(.boxes here). This creates a style that can be added to a style sheet and then applied to an HTML page. This is how CSS is written everywhere.

```
<div class = "button">
.button{
    font - color : yellow ;
}
```

```
.boxes {
font - color : yellow ;
padding: 10px 20px;
border: 1px solid blue;
}
```

Chapter 5

JAVASCRIPT

JavaScript is a high-level, interpreted, programming language used to make web pages more interactive. It is a very powerful client-side scripting language that makes your webpage more lively and interactive. It is a programming language that helps you to implement a complex and beautiful design on web pages. If you want your web page to look more interactive and do a lot more than just gawk at you, JavaScript is a must.

What can JavaScript do?

1. JavaScript is mainly known for creating beautiful web pages & applications.
2. JavaScript can also be used in smartwatches. An example of this is the popular smartwatch maker called Pebble.
3. Most popular websites like Google, Facebook, Netflix, Amazon, etc make use of JavaScript to build their websites.
4. Among things like mobile applications, digital art, web servers, and server applications, JavaScript is also used to make Games. A lot of developers are building small-scale games and apps using JavaScript.

JAVASCRIPT FEATURES



Easy to Learn and Implement



Fast Client-Side Programming Language



Rich Set Of Frameworks



Used To Build Interactive Websites



Platform-Independent

5.2 JavaScript Fundamentals

In this section, you will learn the fundamental concepts of JavaScript and how to write a basic program using them.

Variables

A memory location that acts as a container for storing data is named as a Variable. They are reserved memory locations. You have to use the 'let' keyword to declare a variable.

```
let age;
age = 23;
```

Constants

The values that are fixed and cannot be changed during execution time are called constants. To declare a constant you have to use the 'const' keyword.

```
Const value;
value = 7;
```

Data Types

These help in assigning different types of values to a variable such as a number or a string. There are different data types such as:

- 1. Numbers
- 2. Strings
- 3. Boolean
- 4. Undefined
- 5. Null

Objects

Objects are variables too, but they contain many values, so instead of declaring different variables for each property, you can declare an object which stores all these properties. To declare an object in JavaScript, use the 'let' keyword and make sure to use curly brackets in such a way that all property-value pairs are defined within the curly brackets.

```
let user= {
  name: 'Aron',
  id: '1234'
};
```

Arrays

An array is a Data Structure that contains a list of elements that store multiple values in a single variable. To declare an array in JavaScript, use the 'let' keyword with square brackets and all the array elements must be enclosed within them.

```
let shopping=[];
shopping=
['paintBrush', 'sprayPaint', 'waterColours', 'canvas'];
```

Functions

A function is a block of organized, reusable code that is used to perform single, related action. To declare a function in JavaScript, use the ‘function’ keyword.

```
function sum(a, b) {
  return a+b;
}
```

if-else Statement

The ‘if’ statement is used to execute a block of code, only if the condition specified holds true. To declare an if statement with a condition, you need to use the ‘if’ keyword. Else statement is used to execute a block of code if the same condition is false.

```
if(condition) {
  statement a;
}
else (condition) {
  statement b;
}
```

for Loop

The for loop repeatedly executes the loop code while a given condition is TRUE. It tests the condition before executing the loop body.

```
for(begin; condition; step) {
  loop code;
}
```

JavaScript Program for Digital Clock

```
function showTime(){
var date = new Date();
var h = date.getHours(); // 0 - 23
var m = date.getMinutes(); // 0 - 59
var s = date.getSeconds(); // 0 - 59
var session = "AM"; if(h == 0) {
h = 12;
} if(h > 12) {
h = h - 12;
session = "PM";
}
h = (h < 10) ? "0" + h : h;
m = (m < 10) ? "0" + m : m;
s = (s < 10) ? "0" + s : s;
var time = h + ":" + m + ":" + s + " " + session;
document.getElementById("MyClockDisplay").innerText = time;
document.getElementById("MyClockDisplay").textContent = time; setTimeout(showTime, 1000);
}
showTime();
```

Chapter 6

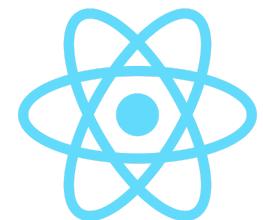
FRONTEND FRAMEWORKS

There are a number of Frontend frameworks, each of them has its own strengths and weaknesses which makes it important to choose the best framework for the type of website you're building. Below are the best Frontend frameworks:

1

REACT

[React](#) is a component-based library that is used to develop interactive UI's (User Interfaces). It is currently one of the most popular JavaScript front-end libraries which has a strong foundation and a large community supporting it. In ReactJS, everything is a component. Consider one lego house as an entire application. Then compare each of the lego blocks to a component that acts as a building block. These blocks/ components are integrated together to build one bigger and dynamic application.



2

ANGULAR

[Angular](#) is one of the most popular JavaScript front-end frameworks. It is used by a large number of companies & developers for creating and managing web-page applications. Angular is written in Typescript, an open-source programming language. Typescript is a superset of JavaScript. With TypeScript, Angular introduced an object-oriented programming paradigm into Web Development. The TypeScript programming language is designed for the development of large applications. It needs to be trans-compiled to JavaScript as the browser only supports JavaScript language. With the launch of Angular, developers started moving from AngularJS to Angular. Angular became the most powerful language for creating web-page applications.



3

JQUERY

jQuery is an efficient & fast JavaScript Library created by John Resig in 2006. The motto of jQuery is to write less, do more, which is very apt because its functionality revolves around simplifying each and every line of code. Below are the features of jQuery:

- a. **Simplifies JavaScript:** It simplifies DOM manipulation and event handling for rapid web development
- b. **Event handling:** jQuery offers useful functions to capture a wide variety of events, such as a user clicking on a link, without the need to clutter the HTML code
- c. **Lightweight:** jQuery is a compact, lightweight library of about 19KB in size
- d. **Animations:** It comes with plenty of built-in animation effects which you can use in your web app to make it more interactive



Chapter 7

BACKEND FRAMEWORKS

Like the Frontend, we have various options for the Backend Development frameworks as well. Below are the best Backend frameworks:

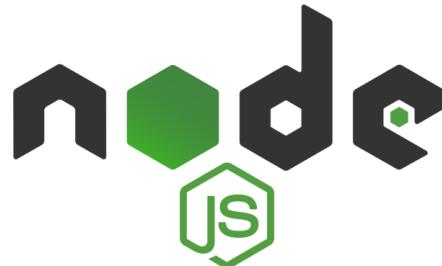
1

NODE.JS

[Node.js](#) is a powerful framework developed on Chrome's V8 JavaScript engine that compiles the JavaScript directly into the native machine code. It is a lightweight framework used for creating server-side web applications and extends JavaScript API to offer usual server-side functionalities.

It is generally used for large-scale application development, especially for video streaming sites, single-page applications, and other web applications. Node.js makes use of an event-driven, non-blocking I/O model which makes it the right pick for data-intensive real-time applications. Some of the major features, that define Node.js are listed below:

- a. Open Source
- b. Simple and Fast
- c. Asynchronous
- d. High Scalability
- e. Single-Threaded
- f. No Buffering
- g. Cross-Platform



2

DJANGO

[Django](#) is an open-source web framework that was named after Django Reinhardt. It follows the principle of “Don’t Repeat Yourself”. As the name suggests, this principle is all about keeping the code simple and non-repetitive. Django is a full-stack and high-level Python-based Web framework. It encourages rapid development and clean and pragmatic design. Django has been built by experienced developers and it elegantly handles much of the hassle of Web development. This is done so that you can focus on writing your app without needing to reinvent the wheel. On top of that, it’s free and an open-source framework. Django follows an MVC- MVT architecture. MVC stands for Model-View-Controller. It is used for developing web publications, where we break the code into various segments. MVT stands for Model-View-Template. In MVT, there is a predefined template for the user interface. Some of the major features, that define Django are listed below:

- a. Fast
- b. Tons of Packages
- c. Secure
- d. Scalable
- e. Versatile

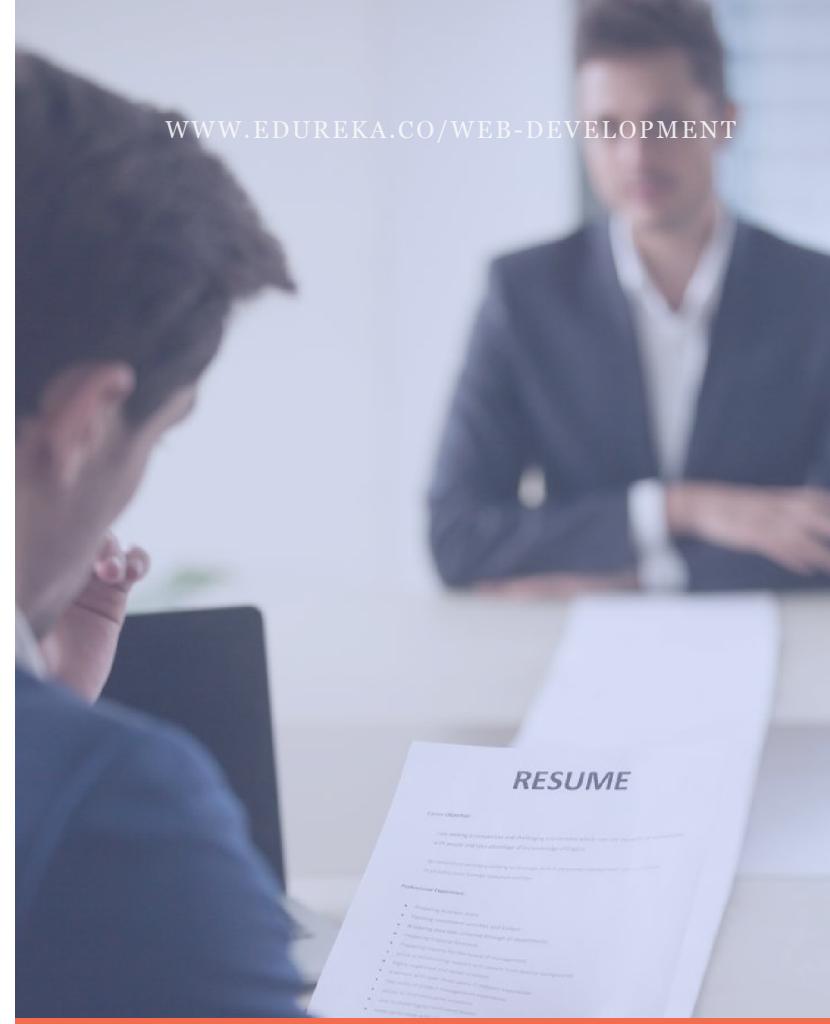


Chapter 8

FREQUENTLY ASKED INTERVIEW QUESTIONS

With the transition of the world to the **World Wide Web**, the necessity to have an online presence has become very crucial. This has led to the increased demand for Web Development Professionals and this surge is growing day by day. This chapter covers the questions that will help you in your Web Development Interviews and open up various career opportunities as a **Web Development aspirant**.

1. What is the difference between HTML elements and tags?
2. When are comments used in HTML?
3. How to create a Hyperlink in HTML?
4. What is semantic HTML?
5. What is a Style Sheet?
6. What is the difference between DIV and SPAN in HTML?
7. Why is a URL encoded in HTML?
8. Explain the relationship between border & rule attributes?
9. Is JavaScript a case-sensitive language?
10. What are the scopes of a variable in JavaScript?
11. What is Closure? Give an example.
12. What are the variable naming conventions in JavaScript?
13. How to delete a cookie using JavaScript?
14. What is the difference between the operators '`==`' & '`====`'?
15. What is an event bubbling in JavaScript?
16. What would be the result of `2+5+"3"`?
17. What is the difference between Call & Apply?
18. What is the 'Strict' mode and how can it be enabled?
19. What are Exports & Imports?
20. What is the difference between null & undefined?
21. Differentiate between Real DOM and Virtual DOM.
22. What is React?
23. What are the features of React?
24. List some of the major advantages of React.
25. What are the limitations of React?
26. What is JSX?
27. What do you understand by Virtual DOM?
28. Why can't browsers read JSX?
29. How different is React's ES6 syntax when compared to ES5?
30. How is React different from Angular?
31. Differentiate between Angular and AngularJS
32. What is Angular?
33. What are the advantages of using Angular?
34. What is Angular mainly used for?
35. What are Angular expressions?
36. What are templates in Angular?
37. In Angular what is string interpolation?
38. Differentiate between annotation and decorator.
39. What do you understand by controllers in Angular?
40. What is scope in Angular?



100+ WEB DEV INTERVIEW QUESTIONS & ANSWERS

CAREER GUIDANCE

Web Developer

Web Developers use programming and technology skills to construct the appearance and user experience of a site. He/She is responsible for the coding, design and layout of a website according to a company's specifications. As the role takes into consideration user experience and function, a certain level of both graphic design and computer programming is necessary.

Frontend Developer

A **Frontend Web Developer** is responsible for implementing visual and interactive elements that users engage with through their web browser when using a web application. They implement web designs through programming languages like HTML, CSS, and JavaScript. The Frontend Developers work with the design and outlook of the website.

Backend Developer

A **Backend Web Developer** is responsible for server-side web application logic and integration of the work Frontend Developers do. Backend Developers usually write the web services and APIs used by Frontend Developers and mobile application developers.

WHO IS A WEB DEVELOPMENT PROFESSIONAL?

Web Development Professional is a programmer who specializes in the development of World Wide Web applications using a client-server model.

Web Designer

Web Designers work on the frontend of a site and are concerned with outward appearance and user experience. They plan, create and code internet sites and web pages, many of which combine text with sounds, pictures, graphics and video clips. A Web Designer is responsible for creating the design and layout of a website or web pages. It can mean working on a brand new website or updating an already existing site.

Full Stack Developer

Full Stack Developers are computer programmers who are proficient in both front and back end coding. Their primary responsibilities include designing user interactions on websites, developing servers, and databases for website functionality, and coding for mobile platforms.

Graphic Web Designer

A **Graphic Designer** works to enhance the user experience or application by creating graphics and other visual media. They decide how websites look, making choices about layout, fonts, and images to create usable and aesthetically pleasing websites. They may also work on individual page elements, such as logos or images, that are incorporated into the final design.

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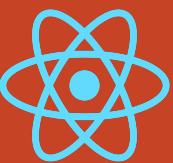
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LEARNER'S REVIEWS



Anand



It is amazing experience with Edureka. Excellent course structure, Experienced faculty, superb support team. They are always with the success of student carrier, very prompt service they are committed to what they promised.



Ravi DS



I enrolled for Edureka for Angular course and I thoroughly enjoyed the learning process. Instructor is very knowledgeable person and answer questions from individual with patience and effective coding. I am quite impressed with support and sales staff and their professional approach.



Karthik R



I took the course on front end web development @Edureka and am very impressed with the course contents, the trainer, live examples and the convenient timings offered. The trainer was very helpful and spent additional time beyond planned course to help the students.

Free Resources



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