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| **\*Title of Training Program:** Web Application - Designing\***Duration:** 32 hours |

**Training Program Details:**

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| \*Objectives of Training Program The training will makes the participants to design a website’s UI Component. |
| \*Training Aids Required1 Chrome Browser  White Board, Marker. |
| \*Pre-requisites for attending Training Program  Basic knowledge in programming |
| \*Completion Criteria2 Completion of Assessment |
| \*Methodology3 Instructor Led Training |

**\*Prepared By**: Umamaheswari A \***Reviewed By**: \***Date: 4/6/2019**

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| Notes 1. Hardware/Software required including Projector, software to be loaded on the machine, Presentation slides , Handouts with version number etc.  2. Completion Criteria: Specify if any tests have to be conducted. Indicate pass mark.  3. Methodology: Indicate whether the Training is a formal class room Training, etc.  4. The outline of training program should give the name of each topic along with it's duration in detail. If applicable breaks between sessions should also be documented. 15 minutes of the duration of the course should be reserved for accepting feedback. |

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| **\*Outline of Training Program4** | | |
| **\*Name of Topic** | **\*Duration** | |
| **\*Hours** | **\*Minutes** |
| Introduction   * Client-Server Architecture - Overview * Http protocol and its method * Web and Application Server * Overview - Web services * SOAP and Restful Web services - Introduction | 2 | * 000000 |
| Html  Basic Tags   * Elements and Attributes * Link, List and Table * Images and forms | 2 | 00 |
| Html 5   * New Tags of Html * Graphics * Video and Audio Support * Dynamic Tables * Forms * SVG | 2 | 00 |
| CSS3   * Inline, Internal and External CSS * Selectors * 2D Transforms and Transition * Animation | * 1   2 | * 30   00 |
| Java Script   * Introduction * Variables, Data type and Operators * Pop up Boxes * Functions, Control statement and Loop * Events | * 1   4 | * 3030   00 |
| XML   * An Introduction * Syntax, Rules and Structure * Attributes * Schema and its types | 2 | * 00   00 |
| Introduction to Typescript   * Type script introduction and its Features * Data type, Variables, methods and constructors * Control statements and loop | 2 | * 2   00 |
| Overview on Angular   * Angular Introduction * Component * Module * Service and Dependency Injection * Routing * Form | 16 | * 00   00 |