

MDN CURRICULUM				
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01	Soft skills			
02	Environment setup			
P02: 09	CORE			
01	Web standards			
02	Semantic HTML			
03	CSS fundamentals			
04	CSS text styling			
05	CSS layout			
06	JavaScript fundamentals			
07	Accessibility			
08	Design for developers			
09	Version control			
P03: 09	EXTENSION			
01	Transform & animate CSS			
02	Custom JS objects			
03	Web APIs			
04	Performance			
05	Security and privacy			
06	Testing			
07	JavaScript frameworks			
08	CSS tooling			
09	Other tooling types			
P04: 18	DATABASE (W3SCHOOLS)			
01	MongoDB Home			
02	Get Stared			
03	Query API			
04	Create DB			
05	Collection			
06	Insert			
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10	Query Operators			
11	Update Operators			
12	Aggregations			
13	Indexing/Search			
14	Validation			
15	Data API			
16	Drivers			
17	Node.js Driver			
18	Charts			

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P01: 09	Complete beginners start here			
01	Getting started with the web			
02	Installing basic software			
03	What will your website look like			
04	Dealing with files			
05	HTML basics			
06	CSS basics			
07	JavaScript basics			
08	Publishing your website			
09	How the web works			
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01	Introduction the HTML			
02	Getting started with HTML			
03	What’s in the head? Metadata in HTML			
04	HTML text fundamentals			
05	Creating hyperlinks			
06	Advanced text formatting			
07	Document and website structure			
08	Debugging HTML			
09	Marking up a letter			
10	Project – Structuring a page of content			
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01	Multimedia and embedding			
02	Images in HTML			
03	Video and audio content			
04	From object to iframe – other embedding technologies			
05	Adding vector graphics to the web			
06	Responsive images			
07	Project – Mozilla splash page			
P04: 04	HTML – Structuring the web (Part-3)			
01	HTML tables			
02	HTML table basics			
03	HTML table advanced features and accessibility			
04	Project – Structuring planet data			
P05: 06	CSS – Styling the web (Part-1)			
01	CSS first steps			
02	What is CSS			
03	Getting stated with CSS			
04	How CSS is structured			
05	How CSS works			
06	Project – Styling a biography page			
P06: 21	CSS – Styling the web (Part-2)			
01	CSS building blocks			

02	CSS selectors			
03	Type, class, and ID selectors			
04	Attribute selectors			
05	Pseudo-classes and pseudo-elements			
06	Combinators			
07	Cascade, specificity, and inheritance			
08	Cascade layers			
09	The box model			
10	Backgrounds and borders			
11	Handling different text directions			
12	Overflowing content			
13	CSS values and unites			
14	Sizing items in CSS			
15	Images, media, and form elements			
16	Styling tables			
17	Advanced styling effects			
18	Debugging CSS			
19	Fundamental CSS comprehension			
20	Project – Creating fancy letter headed page			
21	Project – A cool-looking box			
P07: 06	CSS – Styling the web (Part-3)			
01	CSS styling text			
02	Fundamental text and font styling			
03	Styling lists			
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05	Web fonts			
06	Project – Typesetting a community school home-page			
P08: 13	CSS – Styling the web (Part-1)			
01	CSS layout			
02	Introduction to CSS layout			
03	Normal flow			
04	Flexbox			
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06	Floats			
07	Positioning			
08	Multiple-column layout			
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10	Beginner’s guide to media queries			
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12	Supporting older browsers			
13	Project – Fundamental layout comprehension			

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02	What is JavaScript			
03	A first splash into JavaScript			
04	What went wrong? Troubleshooting JavaScript			
05	Storing the information you need – variables			
06	Basic math in JavaScript – numbers and operators			
07	Handling text – strings in JavaScript			
08	Useful string methods			
09	Arrays			
10	Project – Silly story generator			
P10: 09	JavaScript – Dynamic client-side scripting (Part-2)			
01	JavaScript building blocks			
02	Making decisions in you code – conditionals			
03	Looping code			
04	Functions – reusable blocks of code			
05	Building your own function			
06	Function return values			
07	Introduction to events			
08	Event bubbling			
09	Project – Image gallery			
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01	Introducing JavaScript objects			
02	JavaScript object basics			
03	Object prototypes			
04	Object-oriented programming			
05	Classes in JavaScript			
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08	Project – Adding features to our bouncing balls demo			
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01	Asynchronous JavaScript			
02	Introducing asynchronous JavaScript			
03	How to use promises			
04	How to implement a promise-based API			
05	Introducing workers			
06	Projects – Sequencing animations			
P13: 08	JavaScript – Dynamic client-side scripting (Part-5)			
01	Client-side web APIs			
02	Introduction to web APIs			
03	Manipulating documents			
04	Fetching data from the server			
05	Third-party APIs			

06	Drawing graphics			
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08	Client-side storage			
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02	You first form			
03	How to structure a web form			
04	Basic native form controls			
05	The HTML5 input types			
06	Other form controls			
07	Styling web forms			
08	Advanced form styling			
09	UI pseudo-classes			
10	Client-side form validation			
11	Sending form data			
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05	WAI-ARIA basics			
06	Accessible multimedia			
07	Mobile accessibility			
08	Assessment: Accessibility troubleshooting			
P17: 11	Performance – Making websites fast and responsive			
01	Web performance			
02	The why of web performance			
03	What is web performance			
04	Perceived performance			
05	Measuring performance			
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07	Multimedia: Video			
08	JavaScript performance optimization			
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11	The business case for web performance			
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01	MathML first steps			
02	Getting started with MathML			
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04	MathML fractions and roots			
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06	MathML tables			
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03	Command line crash course			
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05	Introducing a complete toolchain			
06	Deploying our app			
P21: 02	Tools and testing (Part-2)			
01	Introduction to client-side frameworks			
02	Framework main features			
P22: 07	Tools and testing (Part-3)			
01	Getting started with React			
02	Beginning our React to-do list			
03	Componentizing our React app			
04	React interactivity: Events and state			
05	React interactivity: Editing, filtering, conditional rendering			
06	Accessibility in React			
07	React resources			
P23: 06	Tools and testing (Part-4)			
01	Getting started with Angular			
02	Beginning our Angular to-do list app			
03	Styling our Angular app			
04	Creating an item component			
05	Filtering our to-do items			
06	Building Angular applications and further resources			
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01	Cross browser testing			
02	Introduction to cross-browser testing			
03	Strategies for carrying out testing			
04	Handling common HTML and CSS problems			
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09	Setting up your own test automation environment			
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03	Client-Server overview			
04	Server-side web frameworks			
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01	Express web framework (Node.js / JavaScript)			

02	Express / Node introduction			
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04	Express Tutorial Part-1: The Local Library web-site			
05	Express Tutorial Part-2: Creating a skeleton website			
06	Express Tutorial Part-3: Using a Database (with Mongoose)			
07	Express Tutorial Part-4: Routes and controllers			
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09	Express Tutorial Part-6: Working with for			
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03	Introduction to MIME types			
04	Common MIME types			
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01	Basics of HTTP			
02	Overview of HTTP			
03	Evolution of HTTP			
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05	A typical HTTP session			
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02	HTTP Strict Transport Security (HSTS)			
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01	HTTP access control (CORS)			
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04	Developer guides			
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06	Event reference			
07	HTML: HyperText Markup Language			
08	HTTP			
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11	OpenSearch description format			
12	Privacy on the web			
13	SVG: Scalable Vector Graphics			
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15	Text fragments			
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