Foundation class for 100xdevs cohort

What we're learning

- 1. VSCode
- 2. HTML
- 3. CSS
- 4. JS
- 5. DOM
- 6. Assignments



What we'll learn practically

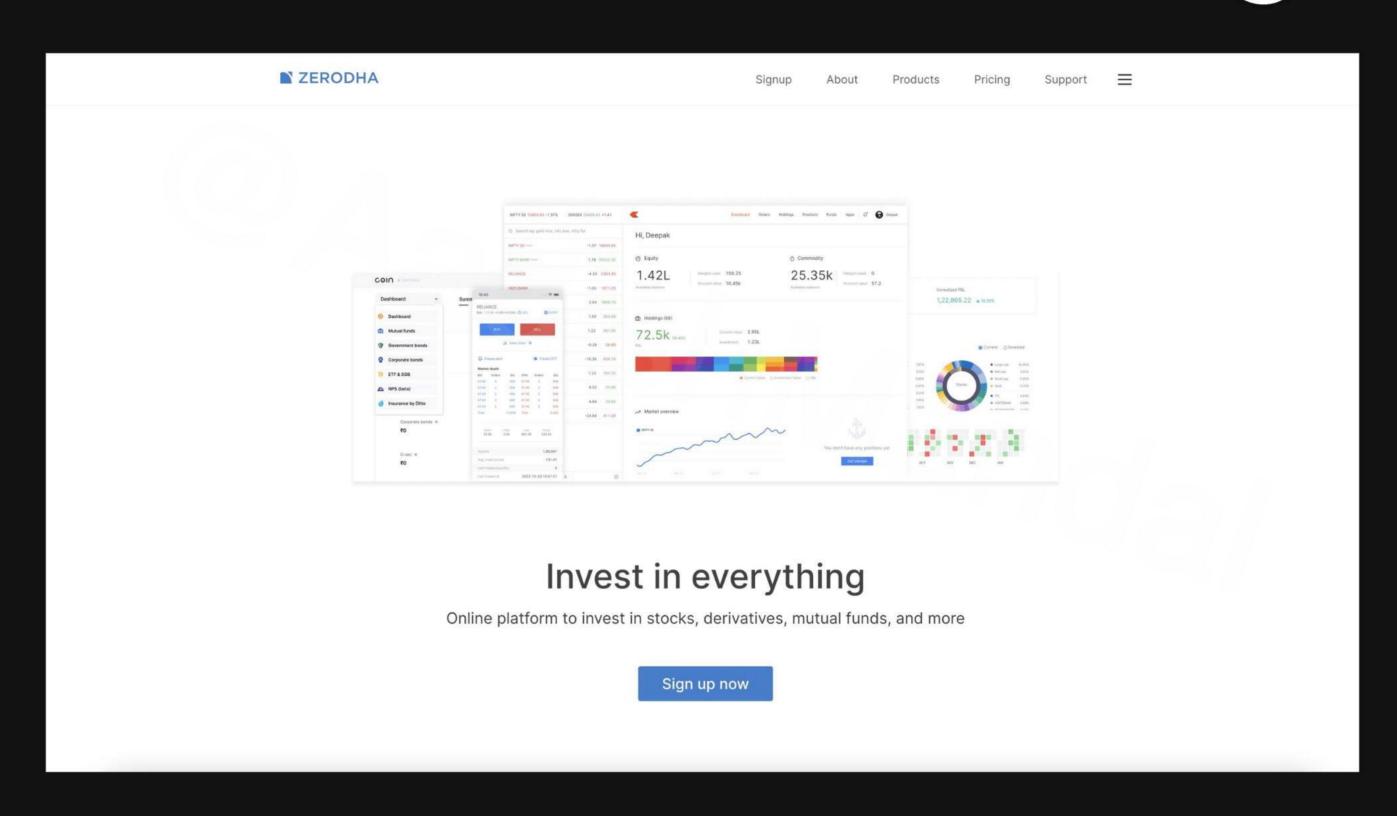
Small boi stuff

- 1. Tags
- 2. Attributes
- 3. Inline styles (bg color, fonts ...)
- 4. JS Basics, data types, loops, fns...

Big boi stuff

- 1. External styles, classes and ids
- 2. Flexbox
- 3. Connecting JS to HTML
 - (selectors, DOM)
- 4. Chrome Dev tools

What we're building

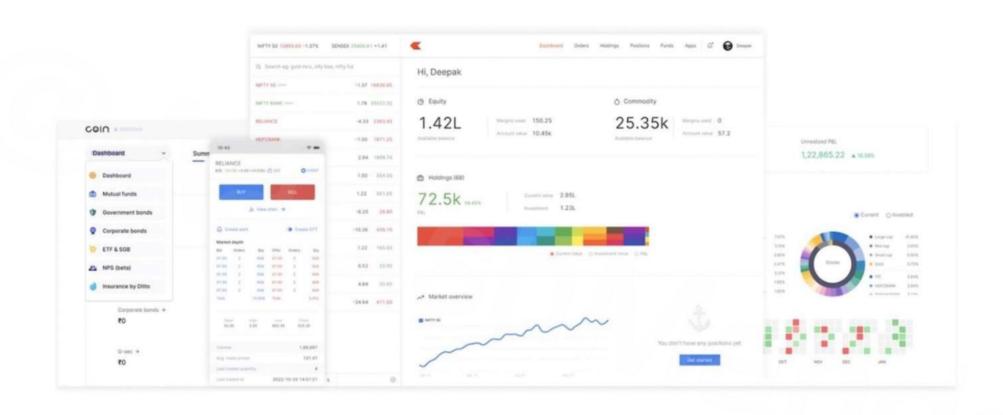




Stage 1

(HTML Only)

Zerodha Sign Up About Us Products Support



Invest in everytghing

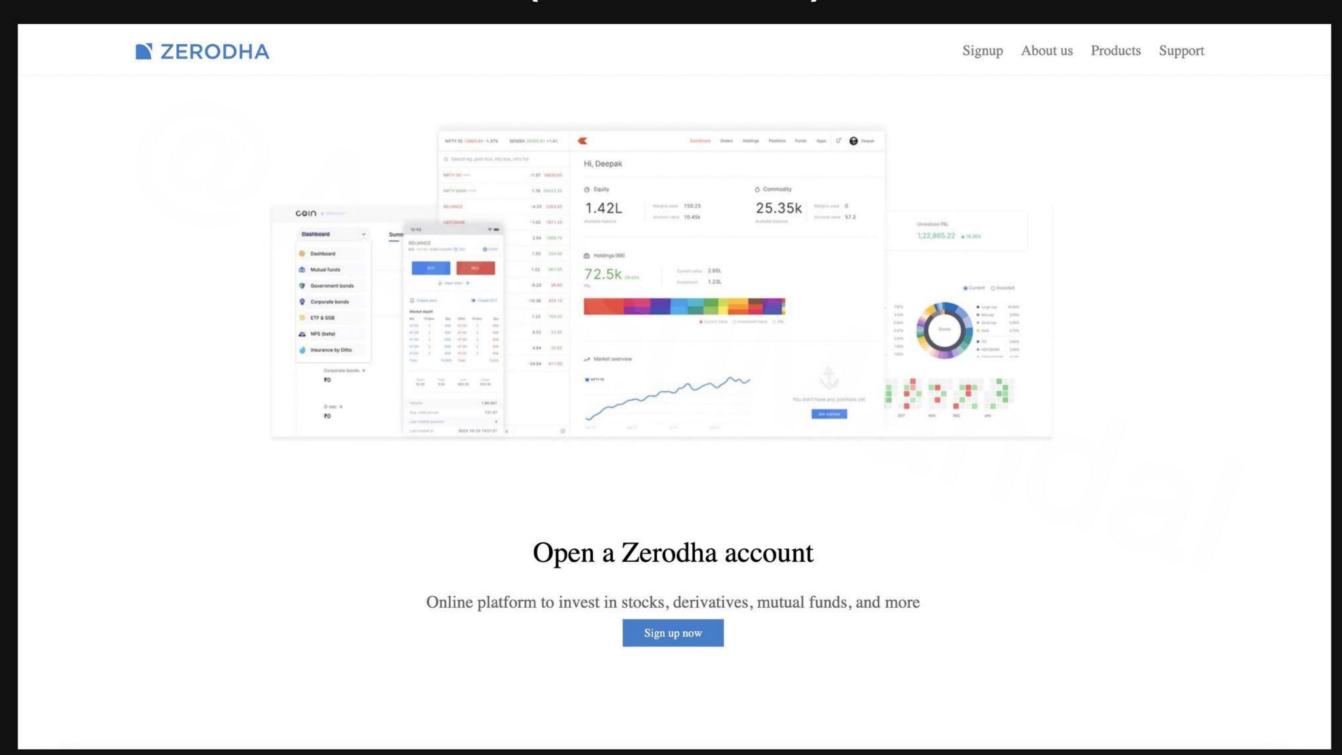
Online platform to invest in stocks, derivatives, mutual funds, and more

Sign Up Now



Stage 2

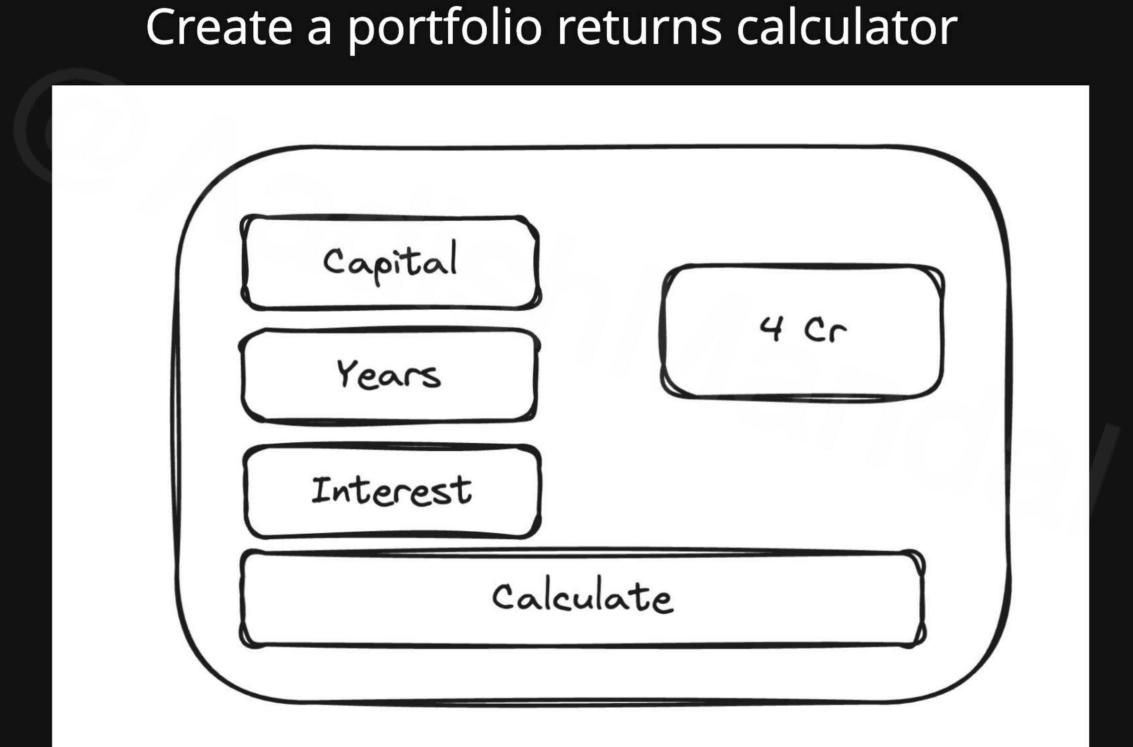
(HTML + CSS)





Stage 3

JS





Before we start

What are browsers? How do they **render** websites? What purpose do HTML/CSS/JS serve

How much of this do we actually use in the industry -

1. html => very minimal

2. css => minimal

3. js - heavy



IDE

VSCode Vim WebStorm

HTML

Defines the structure of your website

2 jargon we need to know of -

1. Tags

2. Attributes



Css

They let you add **styles** to your website (colors, font sizes, background colors ...)

Used for positioning things on the page



Javascript

It is a scripting language
It can be used to solve algorithmic problems/do ML/do

backend development

Specifically for websites, it is useful to add functionality to your website (for example, a returns calculator)

We're going to practise on repl.it first



Connecting JS to returns tracking app

First let's write a function that takes 3 inputs

1. numberOfYears

2. base

3. yearlyGains

and returns net portfolio value

Assignment

