CONTENTS												
Unit 1.							-	Δy	0	00	NN	IS
Architecture and language of web	16bel	5.										
1.1 Introduction to usb systems						I						
1.1.1. Principles and Fundamentals of w	oel sys	tems	14.5			H						
1.1.2. Web Methodology												
1.1.3. Archafactures, technologies and w	es pla	ita fo	rms.									
1.1.4. Web Applications and markup	langua	jes	-									
1.1.5. bosic html		thank										
1.1.6. Modio/ vodeo layout containers	ord	Struc	ture	S	4							
1.1.7. HTML 5 schoolie clements.			U in									
1.2. HTTP PROTOCOL												
1.2.1. teatures and appropria												
1.2.2. Get and Rost Request												
1.2.3. WRLS												
1.3; Web Forms		(kg)							2771			
1. 3. 1. HTML forms		H									100	
1. 3. 2. Fusins Elements												
Unit 2.												
Web Styles												
2.1. Introduction to web styles		11										
2.1.1. Syntax												
2.1.2. Glements and properties												
2.1.5 Elements and properties												

-

22. Advances styles		H	Te	0						
2.2.1. Advanced styles										
2.2.2. Respossive web design	P.A	1								
2.2.3. Flexbox /6110										
8.9.4. Templates or templates	24	120								
Onit 3.										
3.1. Introduction to scripting languages							a f			
		im								
3.1.2. Operators and Expressions										
3.1.3. Primitive and complex date ty	pcs				1	0				
3.1.4. Occlaration of variables										
3.1.5. Control Structures										
3.2. Basic Script										
3.2.1. Events										
3.2.2. Conversion coata types/objects)										
3.2.3. Arrangements and Collections										
3.2.4. Data Cleaning										
3.3. Advanced Scripting										
3.31. objects										
3, 3, 2. Enchons	,									
3.3.3. Scripting standars (Econoscript s	5)									