Appendix

GO IT

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HTML/CSS

- Version-control systems. Git basics. GitHub
- Markup language HTML. HTML5 version
- Semantic elements. Validation
- Developer tools: Chrome DevTools
- CSS technology.
- Cascade. Priorities. Inheritance
- Style normalization
- Colors: rgb, hex, hsl. Opacity
- Styling text. Google Fonts
- Photoshop for developers
- Document flow
- CSS Box Model
- Pseudo-classes
- Pseudo-elements
- Float
- Position property
- Overlapping elements. Z-index
- Background. Gradients
- Decorative elements
- Flexbox
- Transformation, transition, animation
- Forms
- Accessibility (The A11Y Project)
- Media rules
- Adaptive and responsive web design
- Mobile-first CSS
- Retina. Adaptive raster graphics
- Vector graphics. SVG
- CSS methodologies. BEM
- Cross-browser compatibility
- Adjust CSS
- Pixel perfect
- Automation basics
- Code optimization
- Preprocessors: SASS
- Semantic grids

Javascript

- Console. Variable. Operators
- Statements and expressions
- Numbers and Stings
- Primitive boolean values. Logical operators
- Conditional operators
- Debugging
- Arrays
- Loops
- Functions. Arrow functions.
- Callback functions
- Closure
- Recursion
- Objects
- Execution context. Constructor
- Imperative and declarative programming
- Array methods
- Object-oriented programming. Prototypes
- ES6 classes
- Document Object Model
- Browser Object Model. Feature detection
- Geolocation. Google Maps
- Events. Event Object. Event delegation
- Events for mouse, keyboard, forms
- Throttling and debouncing
- Window interface. JavaScript animation
- Asynchronous JavaScript
- setTimeout and setInterval.
- Date
- Promise API
- Data transfer protocol Basics
- JSON
- AJAX. XHR
- Fetch API
- Cookies. Web Storage. IndexedDB
- Templating
- Regular expressions
- NodeJS. npm. Gulp
- Webpack.
- Modular programming
- CommonJS modules. ES6 modules
- Application architecture

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