

# E-Business Strategies

BIS327E

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# What you will learn

JavaScript, CSS and HTML5

- HTML5 features, web components and custom elements.
- Advanced HTML techniques.
- Advanced CSS concepts, animations, and transitions.
- JavaScript basics
  - Variables, data types, and operators.
  - Control flow and loops.
  - Functions and scope.

# What you will learn

## JavaScript and jQuery

- DOM (Document Object Model) manipulation.
  - Event handling.
  - Form validation and manipulation.
  - jQuery:
    - Introduction to jQuery.
    - jQuery Effects: Hide/Show, fade, slide, animate, etc..
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- Form validation.
  - Modal.
  - DOM content
  - Alert Messages
  - Off-canvas NavBar
  - Hover SideNav buttons
  - Carousel
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# What you will learn

## Web Development

- How to publish your website online.
- Domain names and Hosting Services.
- Difference between E-Commerce websites and personal / portfolio websites.
- Git and GitHub .
- Other Web Development basics you need to before landing your first gig / job as a frontend web developer.

# Industry-Relevant Curriculum

## Professional vs. Academic

- Focusing on skills demanded by modern businesses.
- Practical applications of JavaScript, CSS, and HTML5 in the professional world.
- Examples of how these skills are used in real projects and products.
- Emphasizing problem-solving and critical thinking.
- Building a portfolio of work that mirrors industry standards.



# Sections Plan

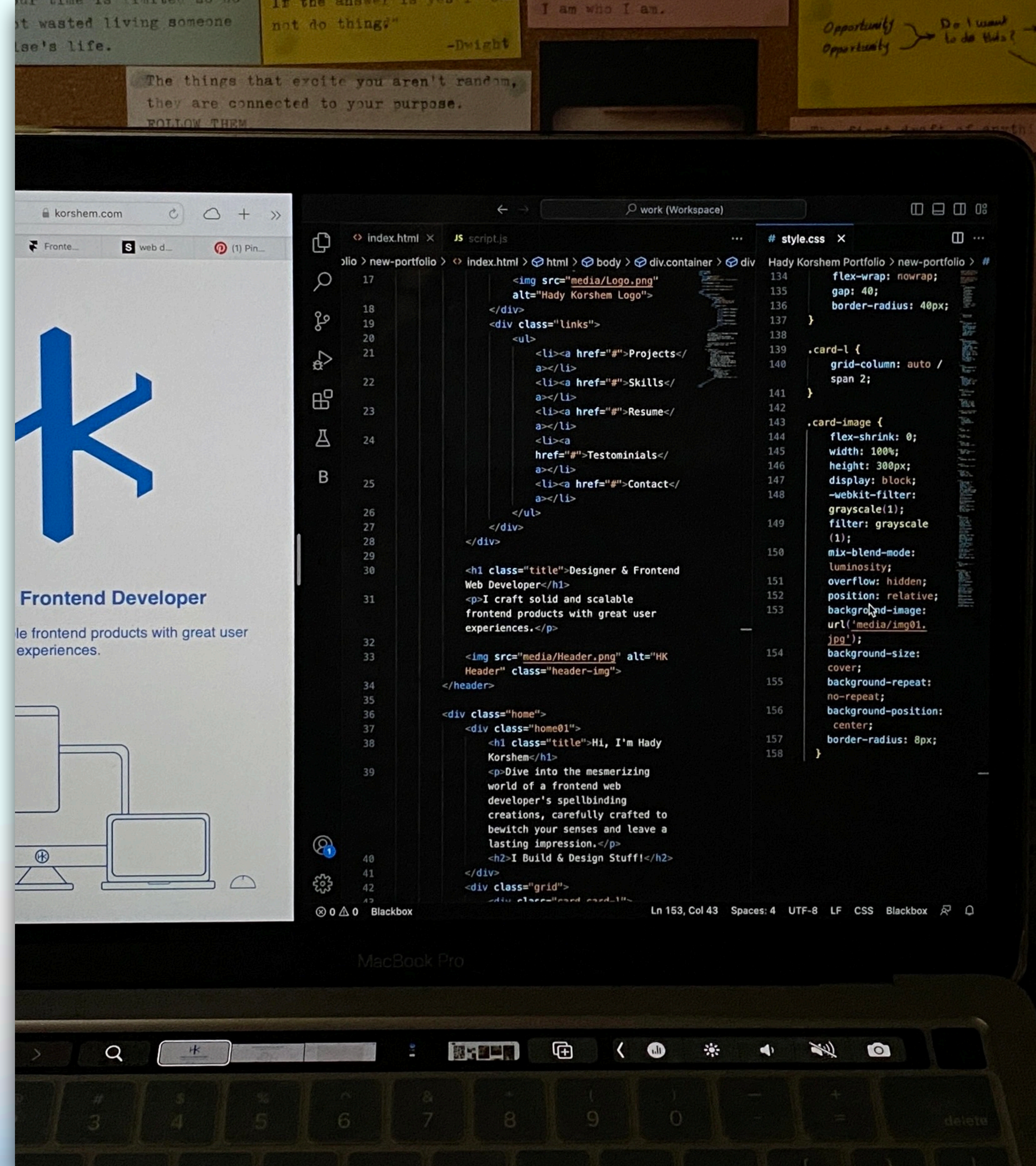
- Week 1: Introduction to the course.
- Week 2: Recap on HTML and CSS basics and other technologies that've been discussed in previous courses.
- Week 3: Introduction to JavaScript, what is it and basic syntax. DOM content and changing the content using (innerHTML).
- Week 4: Changing in CSS attributes, and circles game.
- Week 5: Modal.
- Week 6: Form validation techniques and project follow up.
- Week 7: Off-Canvas menu NavBar
- Week 8: Hover SideNav buttons (social media accounts or contact info.)
- Week 9: Carousel using VanillaJS
- Week 10: Project follow up.
- Week 11: Project follow up.
- Week 12: Presentations / Discussion.



# Project Work

## 12th Week

- Create a visually appealing and fully responsive website.
- Integrating JavaScript, Advanced CSS, and HTML5 in your project.
- Apply everything you've learned in E-Commerce Technologies, web programming, and Web Design courses
- Maximum 3 students per group.





# Grading System

## 12th's Week Project

- Total grade out of 20 marks.
- The 20 marks are divided as follows:
  - 5 marks on the functionality of the website.
  - 5 marks on the design of the website.
  - 5 marks on your own understanding of the code you've written (questions during your final presentation.) Individually graded.
  - 5 marks on your overall performance and attendance during the semester. Individually graded.

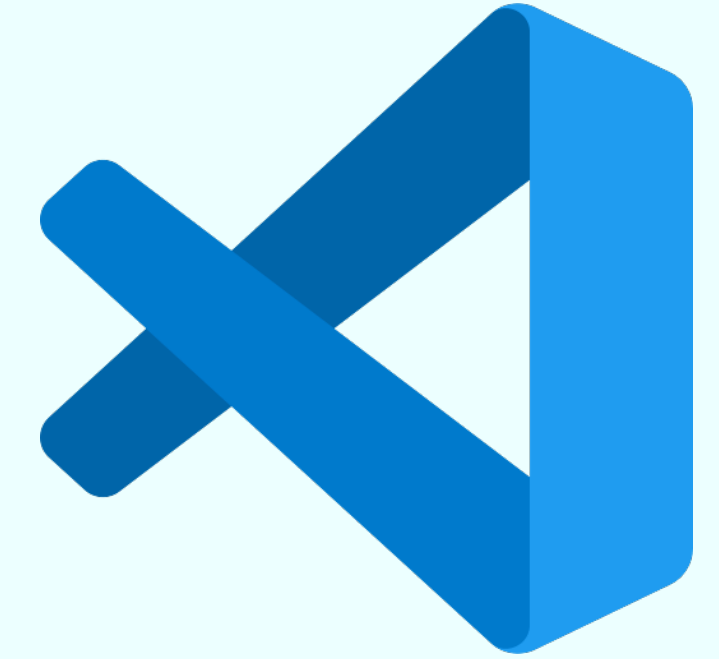


# What's JavaScript

- JavaScript is a cross-platform, object oriented scripting language used to make webpages interactive (e.g., having complex animations, clickable buttons, popup menus, etc.).
- There are also more advanced server side version of JavaScript such as Node.js, which allow you to add more functionality to a website than downloading files (such as real time collaboration between computers.)
- Client-side JavaScript extends the core language by supplying objects to control a browser and its Document Object Model (DOM). For example, client-side extensions allow an application to place elements on an HTML form and respond to user events such as mouse clicks, form input, and page navigation.
- Server-side JavaScript extends the core language by supplying objects relevant to running JavaScript on a server. For example, server-side extensions allow an application to communicate with a database, provide continuity of information from one invocation to another of the application, or perform file manipulations on a server.

# Text Editor

## Visual Studio Code (VS Code)



This is the link to the text editor that we'll be using during our project, this link works for both MacOS and Windows.

Also, you're free to use any other TextEditor software that you're comfortable with.

**Important note:** please make sure to download the appropriate version based on the device you're using. Also, if you're on MacOS, make sure to download the appropriate version for either Intel or Apple Silicon (M Chip).

**<https://code.visualstudio.com/download>**



# Classroom Rules

- All students are expected to be on time.
- You're required to bring your own laptop during each and every section so you always have your work saved.
- Don't be afraid to voice your opinion or step out of your comfort zone.
- Please take responsibility and submit your coursework on time.
- Always remember that we're all learning from each other, thus we're all students.
- Use of smartphones is NOT permitted in class. If you want to use it so bad, you're free to leave the class.
- If you're tardy or absent for class, you must send a courtesy email to inform me of the reason behind your absence. You must take responsibility for the work missed.
- Please do not hesitate to contact me if you have any questions, problems, or concerns. It is best that I am informed of any issues you are having as soon as possible so we can work together to find a solution. I am available before, during, and after school during office hours, or you can send me an email. Please do not expect a reply back if it is outside of school hours.

"Success in any field requires dedication, hard work, and a willingness to never stop learning. Embrace the journey, stay curious, and let your passion for coding propel you forward."



# Q&A

Open floor for questions and answers

# Thank you for your commitment!

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