# **UI Developer:**

User Interface (Ui) Design Is The Process Designers Use To Build Interfaces, Focusing On Looks Or Style Of Your Client's Web Site Or Web Applications. Ui Or Web Designers Aim To Create Interfaces Which Users Find Easy To Use Of Websites Or Web-Applications And Pleasurable.

Front-End Web Development Is The Practice Of Converting Data To A Graphical Interface, Through The Use Of Html, Css, Javascript And Applying High-End Functionalities Either With Frameworks Or Libraries Of Javascript, So That Users Can View And Interact With That Data And Get Responses Or Results.

In This Course, We Will Learn How We Can Create Templates Or Designs Of Websites Or Web-Applications, And Front-End Web Development, Where Users Can Interact With Your Applications With In Less Time In Getting Results Much Faster.

## **Angular Front End:**

Angular is a TypeScript-based open-source web application framework led by the Angular Team at Google and by a community of individuals and corporations. Angular is a complete rewrite from the same team that built AngularJS.

AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and succinctly. AngularJS's data binding and dependency injection eliminate much of the code you would otherwise have to write

We Will Discuss, Contents Or Technologies:

## Ui Or Web Design:

Html, Css, Bootstrap

### Front-End (Programming Web Development):

Javascript, Jquery, Ajax & Json

### Front-End (Application's Development):

Typescript, Angularis

### Html

- Html Introduction And Its Use In Websites
- Introduction Of Html
- Differences Between Html4 & Html5
- Elements / Tags
- **Attributes And With Practical Examples**
- Forms
- Tables
- Audio And Video
- Html5 New Elements

### Css

- Css Introduction And Its Use In Websites
- Css Implementations In Html
- Animation Properties
- Background Properties
- Text Properties
- Layout Properties
- Selectors
- Elements
- Attributes
- Psuedo Classes
- Animation Effects

#### **Bootstrap**

- Bootstrap Basic
- Fixed Layouts
- Responsive Layouts
- Tables
- Images
- Buttons
- Forms
- Glypicons
- Navigations
- Breadcrumbs
- Dropdowns
- Paginations

- Helper Classes
- Modal Dialog Boxes
- Carousels

## <u>Javascript</u>

- Introduction
- Basic Concepts
- Conditional Statements
- Loop Statements
- Functions
- Dom And Event Handlers
- Working With Forms
- Object Oriented Programming
- Advanced Concepts Prototype, Closures, Apply(), Call() Etc.,

### <u>Jquery</u>

- Attributes
- Content And Css Manipulations
- ❖ Dom
- Events
- Effects
- Animations
- ❖ And More!

### Ajax

- ❖ \$.Ajax() Method
- Jqxhr (Jquery Xmlhttprequest) Vs. Xhr (Xmlhttprequest)
- Invoking Jquery Ajax Http Methods
- Synchronous Vs. Asynchronous Communication
- Jquery Ajax Global Event Handlers
  - \$.Ajaxsend()
  - \$.Ajaxstart()
  - \$.Ajaxstop()
  - \$.Ajaxsuccess()
  - \$.Ajaxerror()
  - \$.Ajaxcomplete()
- Using \$.Ajaxsetup() To Globalize Parameters

- Using \$.Ajaxprefilter() To Filter Ajax Requests
- Other Ajax Powered Functions In Jquery
  - \$.Get() And \$.Post() Functions
  - \$.Load() Function
  - o \$.Getscript()

#### <u>Json</u>

- Introduction
- Json Vs Xml
- Json Object
- Json Array
- Ajax Json

### **Type Script**

## What is a SPA? What is Angular?

- Single Page Apps VS Conventional Web Applications
- Where Angular Fits
- Angular-9 is arrived (what's new)

## **Preparing for Type Script**

- Brief Intro to TypeScript
- The TypeScript Module System
- Getting Setup
- Project Setup
- String Templates
- Const
- Let
- Rest & Spread Operators
- Arrow Functions
- Maps
- Sets
- Interface
- Generics
- New Object Features
- Classes
- Destructing
- Typescript decorators

## **Building with Components**

- A Trivial Component
- Nested Components
- Deeper Nesting

## **Bootstrap Scaffolding**

- O What Is Bootstrap?
- Bootstrap File Structure
- Basic HTML Template
- Global Styles
- Default Grid System
- Fluid Grid System
- Bootstrap CSS
- Typography
- Code
- Tables
- Forms
- Buttons
- Images
- Icons

### **Angularjs**

## **Angular Binding and Events**

- Templates
- Bindings
- Event Bindings
- Two-way Binding
- Class and Style Bindings
- Built-in Directives
- Component Data Binding
- Component Events
- o Ng-model
- Introduction to webpack/systemJS

## **Dependency Injection and services**

- O Why Dependency Injection?
- Injection API

- Component Multi Providers
- Injection Multi Providers
- Services Overview
- Creating a Service
- Injecting a Service

#### **Directives**

- Introduction and Examples
- Directives Overview
- Attribute Directives
- Custom Attribute Directive
- Structural Directives
- Structural Directive: nglf
- Structural Directive: ngFor
- Structural Directive: ngSwitch
- Custom Structural Directive

### **Pipes**

- Using Pipes
- Creating Pipes
- o Built-in Pipes
- Chaining Pipes
- Custom Pipes
- Stateful Pipes

#### **Forms**

- Controls
- Control groups
- Form Builder
- Template Driven Approach
- Data Driven Approach

### Routing

- Introduction and Use
- Creating and configuring Routes
- Imperative Routing
- Routing Parameters
- Child Routes

- Routing Lifecycle Hooks
- Setting up Firebase
- HTTP POST Request
- HTTP GET Request

### HTTP, Promises, and Observables

- o Promises still available, still useful
- Calling an API via HTTP
- Introduction to Observables
- Observable Bindings
- Observables Operator

### **Testing**

- Unit Testing
- End to End Testing
- Angular-9 new features (Add-on)
- ..Else Template Conditions
- Animation Module
- Typescript's StrictNullChecks
- Angular Universal
- o FESM
- Angular2 to Angular9 migrartion
- Router ParamMap
- TypeScript 2.1/2.2