



# **Ukernaa Web Design Bootcamp**

# **Welcome to the Bootcamp**

- This is a Bootcamp where we will handhold anyone with or without Technical Skill. This Bootcamp is Free For All(From Students to Faculty).
- We will teach you the Fundamentals of Web Design over the course of **n** Days.

## **Introduction**

### **Overview**

### **How do we work?**

### **Who are we?**

### **Things we will work on**

## **How does the Web Work**

### **How does the internet work**

### **How does a Website Function**

### **HTTP & HTTPS**

## **Visual Studio Code Setup**

### **Live Server**

# **HTML**

Title, Script, Link & Meta Tags

Heading & Paragraph Tags

Img & Anchor Tags

Lists & Tables

Forms & Input Tags

Inline & Block Elements

Div Elements

HTML Entities

IDs & Classes

Semantic Tags

## **Chrome Dev Tools for Web Development**

# **CSS**

Inline CSS

Internal CSS

**External CSS**

**Selectors**

**Fonts**

**Colors**

**Borders**

**Box Shadow**

**Backgrounds**

**CSS Box Models**

**Margin**

**Padding**

**Styling Links & Buttons**

**CSS Display Property**

**Positions : Absolute, Relative, Fixed, Sticky**

**Visibility**

**Z-Index**

**CSS Flexbox**

Units in CSS(em, rem, vh and vw)

Responsive Design Introduction

Media Queries

Pseudo Selectors

Variables

Custom Properties

Animations

Transitions

Transform Property

## **JavaScript**

Console logs, errors and warnings

Variables: var, let and const

Data types

Type Conversion and coercion

Strings: Properties, Methods and Template Literals

**Arrays: Map, filter & reduce**

**Objects**

**Object Destructuring**

**Conditionals**

**Switch Case Statements**

**Loops: For, While, Do While and For each**

**Functions & Arrow functions**

**Manipulating web pages using JS window objects**

**Understanding DOM and creating website layouts**

**HTML elements selectors**

**Child, Parent and Traversing in DOM**

**Creating, Removing and Replacing Elements**

**Events and Event Objects**

**Local and Session Storage**

**Math Object**

**Date Object**

Error Handling: Try, Catch and Throw

Object Literals, Constructors and Object Oriented JavaScript

Object Prototype

Prototype Inheritance

ES6 classes and inheritance

Callback Functions

Promises

Fetch API

Async/Await

## **Git/GitHub**

Introduction to Version Control

What is Git and Github

Installing and initial setup

Three Stage Architecture

Tracking our project

Cloning a Remote Repository

Upstream Setup for Remote Repository

.gitignore

Pull Request

## Deployment Using GitHub Pages

What is GitHub Pages

Deployment

## Projects

There will be numerous small projects which will help in understanding the user basics and they can even make a Project to showcase different projects.

Project Names :

### **Bakery Site :**

A Landing Page for a Local Bakery shop.

### **Pokedex(From PokeAPI) :**

An Encyclopedia on a Cartoon Show Pokemon.



## Learning Outcomes

- After this bootcamp they can easily build and deploy static web pages which is the fundamental step for showcasing projects.
- After a few projects the person can gradually start learning things beyond Static Web Pages like the MERN Stack(Full Stack Web Development).
- Even if the person had no technical knowledge we would hand hold them and help them in any step needed.
- Students gain access to a perfect entry gateway into web-dev stacks like MERN and MEAN as well as gaining intermediate level knowledge on HTML, CSS and JavaScript.
- Learn all the steps in the process, from development to deployment.