

HTML

Section 1: Coding Basics: Intro to HTML Syntax

- The HTML, head, title, & body tags
- Headings, paragraphs, & lists
- The strong & em tags
- The doctype
- The meta tag & the unicode character set

Coding Links: Absolute & Relative URLs

- Anchor tags & hrefs
- Linking to other websites
- Linking to pages within a website
- Opening a link in a new browser window/tab

Adding Images

- The break tag
- The image tag & source attribute
- Using the width, height, & alt attributes
- Using horizontal rules

Intro to Cascading Style Sheets (CSS)

- The style tag
- Tag selectors
- The font-size, font-family, color, & line-height properties
- Hexadecimal color codes

CSS

CSS Class Selectors

- The class attribute
- CSS class selectors
- The span tag
- CSS opacity

Div Tags, ID Selectors, & Basic Page Formatting

- Dividing up content with the div tag
- Assigning IDs to divs
- Setting width & max-width
- CSS background-color
- Adding padding inside a div

HTML5 Semantic Elements & Validating HTML

- The outline algorithm
- The header, nav, aside, & footer elements

- Understanding articles & sections
- The main element
- The figure & figurecaption elements
- Checking for errors: validating your code

Tailwind CSS Fundamentals

Understanding Utility Classes

- Basic Tailwind Setup and Configuration
- Customizing the Tailwind Configuration File (tailwind.config.js)

Layout and Flexbox

- Understanding the Grid System
- Creating Grid Layouts
- Grid Column and Row Sizing
- Flexbox Utilities
- Aligning and Justifying Items
- Flexbox Container and Item Properties

Typography

- Font Size and Family
- Font Weight and Style
- Text Color and Decoration
- Line Height and Letter Spacing

Spacing and Sizing

- Margin and Padding Utilities
- Width and Height Utilities
- Max Width and Max Height

Backgrounds and Borders

- Background Color and Gradient Utilities
- Border Color, Width, and Radius
- Box Shadow Utilities

Responsive Design

- Responsive Breakpoints and Media Queries
- Applying Responsive Utilities
- Designing for Mobile First

Customizing Tailwind

- Extending Tailwind with Custom Utilities
- Creating Custom Themes
- Using Plugins and Adding New Features

Advanced Components

- Creating Reusable Components with Tailwind

- Building Forms, Buttons, and Cards
- Modifying and Styling Components

Bootstrap

Bootstrap Grid System

- Understanding the 12-Column Grid
- Breakpoints and Responsive Design
- Nested Columns and Offsets

Typography and Utility Classes

- Headers and Text Formatting
- Text Alignment and Display Headings
- Using Utility Classes for Margins, Padding, and Display

Core Components

- Buttons and Button Groups
- Forms and Input Groups
- Navbars and Responsive Menus
- Cards, Lists, and Containers

Layouts and Flexbox

- Flexbox Layout Utilities
- Aligning and Justifying Content
- Responsive Utilities for Flexbox

Bootstrap Icons

- Using Bootstrap Icons
- Installing and Integrating Icons

JavaScript Components

- Modals and Popups
- Tooltips and Popovers
- Collapse and Accordion
- Dropdowns and Carousels

Customizing Bootstrap

- Introduction to Sass Customization
- Overriding Bootstrap Variables
- Creating Custom Bootstrap Builds

Responsive Media Queries

- Implementing Media Queries in Bootstrap
- Creating Responsive Images and Tables

JavaScript

General Overview of JavaScript

- What is JavaScript?
- JavaScript History
- Relation between JavaScript and ECMAScript
- Versions of JavaScript

Syntax, Variables, Values, Data Types

- Syntax Review
- Keywords and Reserved Words
- Variable Declaration
- Variable Scope
- Block Scope

Data Types

- Primitive Values
- Reference Values
- Type Conversion

Expressions and Operators

- Expressions (Arithmetic, Relational, Logical, Assignment, and Others)
- Operators Overview

Control Structures

- Flow Control and Conditionals
- Loops and Iteration
- Jumps

Error Handling

- Throwing Errors
- Error Handling

Numbers

- Number Literals
- Number Object
- Number Methods
- Math Object
- Date Object
- Working with Numbers

Strings

- String Literals
- String Object
- String Methods
- Working with Strings

Arrays

- Creating and Populating Arrays

- Array Methods
- Working with Arrays