

# What This Course Covers

This lesson will give you an overview of what this course will teach you.

## WE'LL COVER THE FOLLOWING



- How this course is structured \*
  - Chapter 2: A Short Tour of HTML, CSS, and JavaScript
  - Chapter 3: HTML5: First Impressions and Beyond
  - Chapter 4: Achieving Richer User Experience with HTML
  - Chapter 5: Forms and Controls
  - Chapter 6: A Few More Things about HTML
  - Chapter 7: Delving into the Document Object Model
  - Chapter 8: Entering the Realm of JavaScript
  - Chapter 9: Advanced JavaScript Programming
  - Chapter 10: Introducing CSS in Style
  - Chapter 11: Basic Style Patterns
- Downloading the source code

As its title states, this course teaches you the basic web UI technologies including HTML, CSS, and JavaScript.

Instead of giving only an overview of them or just being a reference material, this course explains how these technologies work together. It allows you to get acquainted with the fundamentals so that you'll be able to create your own web pages with HTML5 markup, CSS3-based design, and interactions built with JavaScript (and jQuery).

This course focuses only on the UI, so you must apply these technologies in the context of other server-side technologies like PHP, [ASP.NET](#) Web Forms, [ASP.NET](#) MVC, and others to create full-fledged web sites and applications.

# How this course is structured #

This course is divided into ten chapters that will help you understand the concepts and technologies behind web UI. These chapters are built on each other, so you should read them sequentially from first to last.

## Chapter 2: A Short Tour of HTML, CSS, and JavaScript #

This chapter provides an overview of the fundamental technologies through short examples that explain their role and behavior.

## Chapter 3: HTML5: First Impressions and Beyond #

In this chapter, you will learn the basics of HTML5 and you will create a few simple HTML pages using the concepts learned here.

## Chapter 4: Achieving Richer User Experience with HTML #

HTML5 provides rich structure and semantics that help you design and render web pages with images, tables, and multimedia. In this chapter, you will learn these elements and utilize them.

## Chapter 5: Forms and Controls #

This chapter will teach you how to create and use HTML web forms.

## Chapter 6: A Few More Things about HTML #

To provide you with additional knowledge on HTML5, in this chapter you will learn special HTML elements and techniques like painting the new HTML5 canvas and using HTML compatibility and validation tools.

## Chapter 7: Delving into the Document Object Model #

To provide interactive and dynamic web pages, getting familiar with the Document Object Model (DOM) is a key element. In this chapter, you will learn the basics to understand and manipulate the DOM.

## Chapter 8: Entering the Realm of JavaScript #

JavaScript is often referred to as the assembly of the web. In this chapter, you will learn the basics of this simple programming language that vivifies your web pages with only a few lines of code.

## Chapter 9: Advanced JavaScript Programming #

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javascript is easy to use, even for very advanced web programming tasks in the browser. This chapter teaches you these advanced programming topics.

## Chapter 10: Introducing CSS in Style #

In this chapter, you will learn the concepts of the Cascading Style Sheets technology that provides great looking web pages.

## Chapter 11: Basic Style Patterns #

In this chapter, you will learn the most important CSS patterns that add appearance to your web pages.

## Downloading the source code #

This course provides many examples. You can download the source code from this link: <https://github.com/Dotneteer/UnravelingHtml2>.