

- Introduction:/
- Definition of front-end development
- The importance of front-end development
- The role of front-end developers in creating interactive and engaging websites
- An overview of the scheme and what it covers
 - HTML:/
 - Explanation of HTML
 - Basic HTML tags
 - Attributes and values
 - HTML5 elements
 - Basic HTML elements
 - Best practices for writing clean and accessible HTML
 - Common HTML errors and how to avoid them
 - Basic HTML structure and syntax
 - CSS:/
 - Explanation of CSS
 - CSS selectors
 - CSS properties
 - Box model
 - Layouts and positioning
 - Overview of CSS and its capabilities
 - Understanding the box model and layout techniques
 - Working with typography, color, and images
 - Techniques for creating responsive and adaptive designs
 - Best practices for organizing and maintaining CSS code
 - Explanation of CSS and its importance in styling web pages
 - CSS selectors and specificity
 - Flexbox and Grid for responsive layouts
- Java Script:/
 - Explanation of JavaScript
 - Functions
 - Loops and conditionals
 - Introduction to JavaScript and its capabilities
 - Data types, operators and Variables
 - Control structures and objects

- Best practices for writing efficient and maintainable JavaScript code
- Explanation of JavaScript and its role in adding interactivity to web pages
- JavaScript syntax and data types
- Functions and scope

1. Frameworks and Libraries: /

- Explanation of frameworks and libraries
- Popular front-end frameworks and libraries
- Comparison of frameworks and libraries like : /
 - a) Bootstrap: /
 - I. Definition of bootstrap and what is it
 - II. Install and setup bootstrap
 - III. Components of bootstrap
 - IV. Templates of bootstrap
 - V. Customization of bootstrap
 - b) Tailwind: /
 - VI. Definition of tailwind and what is it
 - VII. Install and setup tailwind
 - VIII. Utility classes of tailwind
 - IX. Templates of tailwind
 - X. Customization of tailwind
 - XI. Components of tailwind
 - c) Bulma
 - XII. Definition of bulma and what is it
 - XIII. Install and setup bulma
 - XIV. Main elements that is used in bulma
 - 1. Grid system
 - 2. Buttons
 - 3. Forms
 - 4. Containers
 - 5. Lists
 - 6. Typography
 - 7. Icons
 - XV. Color listing and controlling