* 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 :/

1. Bootstrap:/
2. Definition of bootstrap and what is it
3. Install and setup bootstrap
4. Components of bootstrap
5. Templates of bootstrap
6. Customization of bootstrap
7. Tailwind:/
8. Definition of tailwind and what is it
9. Install and setup tailwind
10. Utility classes of tailwind
11. Templates of tailwind
12. Customization of tailwind
13. Components of tailwind
14. Bulma
15. Definition of bulma and what is it
16. Install and setup bulma
17. Main elements that is used in bulma
18. Grid system
19. Buttons
20. Forms
21. Containers
22. Lists
23. Typography
24. Icons
25. Color listing and controlling