



HTML 5 TRAINING Syllabus

This course, for intermediate to advanced learners, provides an accelerated introduction to HTML5, CSS3, and JavaScript and helps students learn basic programming skills. The Jump Start focuses on using HTML5/CSS3/JavaScript to implement programming logic, define and use variables, perform looping and branching, develop user interfaces, capture and validate user input, store data, and create well-structured applications. The course uses Visual Studio 2012, running on Windows 8. It is intended for developers who have at least six months of professional experience and who are interested in developing applications using HTML5 with JavaScript and CSS3 (either Windows Store apps or Internet Explorer 10 apps for the web). In our course you will start with basic HTML tags. You will learn how to create HTML websites and use CSS in your work before we start discussing HTML5. We do not assume any prior knowledge so we go through the concepts from the beginner's point of view. In our HTML5 lectures we start with new tags and forms. We then gradually move to advance topics like Drag and Drop and Multimedia. We follow it with difficult topics like Geolocation, Web Storage and Application cache. This course creates easy to grasp examples for each of the concepts and by the end of it you will be able to understand the complete picture rather than just bits and pieces of the technology.

TRAINING DURATION	50 Hrs / 1 Months / Customized
TRAINING CHARGE	5,000+ Service Tax

Training Model:

1. Vision And Future Of HTML5

- What Is HTML5? History of HTML5
- Philosophy of HTML5
- Future Of HTML5



2. Getting Started With HTML5

- Browser Support
- Features Detection
- Support For Legacy Browsers
- Graceful Degradation
- Emulation of HTML5
- Developer Tools in HTML5

3. Structure of A Web Page

- HTML5 DOCTYPE
- Page Encoding
- Markup
- Updated Elements
- New Structural Elements
- New Attributes in HTML5
- Elements And Attributes
- HTML5 And CSS3

4. HTML5 Forms

- The Needs for Web Applications in Changing Time?
- Current Available Solutions
- New Input Types
- Attributes of HTML5
- Form Validation
- Browser compatibilities

5. HTML5 Canvas Vs. SVG Accessibility



- Using A Canvas
- Context And Coordinates
- Drawing Shapes
- Working With Paths
- Drawing Straight Lines, Circles and Arcs
- Drawing Text
- Drawing Images and working with pixels
- Transforms controls
- Translation, Rotation and Scaling

6. Data Storage in HTML5

- Problems With The Existing Cookie-based Model
- New Storage Options
- Web Storage and SQL Storage

7. Offline Applications

- The Need For Offline Mode
- The Manifest File
- The application Cache Events
- Deployments And Updates

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9. HTML5 Web Workers



- The existing JavaScript Execution Model
- Web Workers
- Usage Of Web Workers
- Communication APIs
- Handling Errors
- Browser Support

10. HTML5 Messaging APIs

- Cross-document Messaging
- The Origin Concept
- Cross-document XMLHttpRequest
- Progress Events
- Server-sent Event
- Browser Support

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12. Web Sockets

- Overview Of Web Communication Options
- The History (Comet)
- Overview Of Web Sockets API And Protocol & Advantages



- Browser Support

TRAINING SCHEDULE - Please contact us for latest training schedule

TRAINING MODE

We give flexible learning options to trainees

- Instructor Lead (REGULAR / ONLINE / WEEK-END / PART-TIME / COMBINED-FLEXIBLE)
- INSTRUCTOR LEAD LIVE ONLINE TRAINING MODE - You can join the training from any part of world

CONTACT DETAILS

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