HTML5 Web Development With CSS3 And Javascript

Course: **00006**

Filter: **Beginner**

Duration: **3 days**

Category:: **Programming**

Price: **2500,00 €**

About Course

HTML5 empowers you to enhance the User Experience (UX) across all devices — from legacy desktop browsers, to the latest smartphones and tablets. In this training course, you gain the skills to apply best practices for HTML markup, CSS styling, and JavaScript programming, as well as upgrade web applications to improve site performance, accessibility, and Search Engine Optimization (SEO).

What you'll learn

- Leverage HTML5 to create modern, feature-rich sites
- Improve SEO/a11y with semantic elements and microdata
- Design professional, eye-catching presentations with CSS3
- Program rich internet applications with JavaScript APIs
- Enhance the user experience with drag-and-drop, Canvas, and SVG graphics, audio, and video

Pre-requisites

- Experience developing web pages with HTML and CSS at the level of developing a website
- JavaScript experience is required

Curriculum

Module 1: Advancing Web Standards

- Testing HTML5 with BrowserStack
- Supporting legacy browers with regressive enhancement

Module 2: Improving Usability, Accessibility and Search Engine Optimization (SEO)

- Upgrading pages to HTML5
- Sectioning content with structural elements
- Optimizing page rank with microdata
- Guiding input with autofocus and placeholder
- Validating data entry without scripting
- Preventing errors with constraints and pickers
- Customizing error messages with the Constraint API

Module 3: Enriching Site Design with CSS3

- Vendor prefixes
- Rounded corners
- Resizable border images
- Floating text and boxes with shadows and opacity
- Animating transformations and transitions
- Customizing animations with @keyframes
- Installing downloadable fonts with @font–face
- Hiding values in custom data–* attributes
- Adapting mobile layout with media queries
- Saving bandwidth with responsive images

Module 4: Providing Relevant Content with AppCache, JavaScript and Geolocation

- Defining an application cache manifest
- Addressing caching caveats
- Comparing AppCache to Service Workers
- Estimating user latitude and longitude
- Selecting content by proximity

Module 5: Programming HTML5 Applications

- Leveraging anonymous functions
- Simplifying JavaScript development with jQuery
- Saving name/value pairs in localStorage
- Storing Complex data in JSON format
- Testing and supporting features with Modernizr
- Simplifying content formatting with WYSIWYG editors
- Handling events on draggables and drop targets
- Enabling drag–and–drop file upload with HTML5 programming interfaces
- Posting messages across windows
- Accessing external providers with Cross–Origin Resource Sharing (CORS) and XMLHttpRequest 2
- Pushing data with WebSockets
- Improving responsiveness with Web Workers

Module 6: Drawing Dynamic Images

- Eliminating plugin dependencies with native graphics
- Charting with lines and rectangles
- Rendering text and embedding images
- Creating graphics with a text editor
- Substituting vector images for larger PNG files
- Embedding audio in a web page without plugins
- Entertaining users with natively-supported video
- Captioning video with Web Video Text Tracks (WebVTT)