



HTML5 Jumpstart : Zero to HERO

Level: Introduction
Duration: 5 Days
Time: 10 AM - 5 PM
Cost: £997 ex VAT

Overview

The Language of the Web
Web Page Construction
Serving Up the Page
Images, Media, and More HTML
Moving on to XHTML
Adding Some Style
More About CSS and Properties
Web Layout Basics
More HTML and CSS Techniques
Arranging Elements
Adding Forms to your Page
HTML5 Markup
The HTML5 JavaScript APIs
Browser support for HTML5 features
Understand how to emulate certain

Description

Zero to "HTML HERO" in just 5 days!!

This class provides you with the concepts and skills to use HTML effectively right through to using HTML5. You get hands-on practice working with basic through advanced techniques to get the most out of your experience.

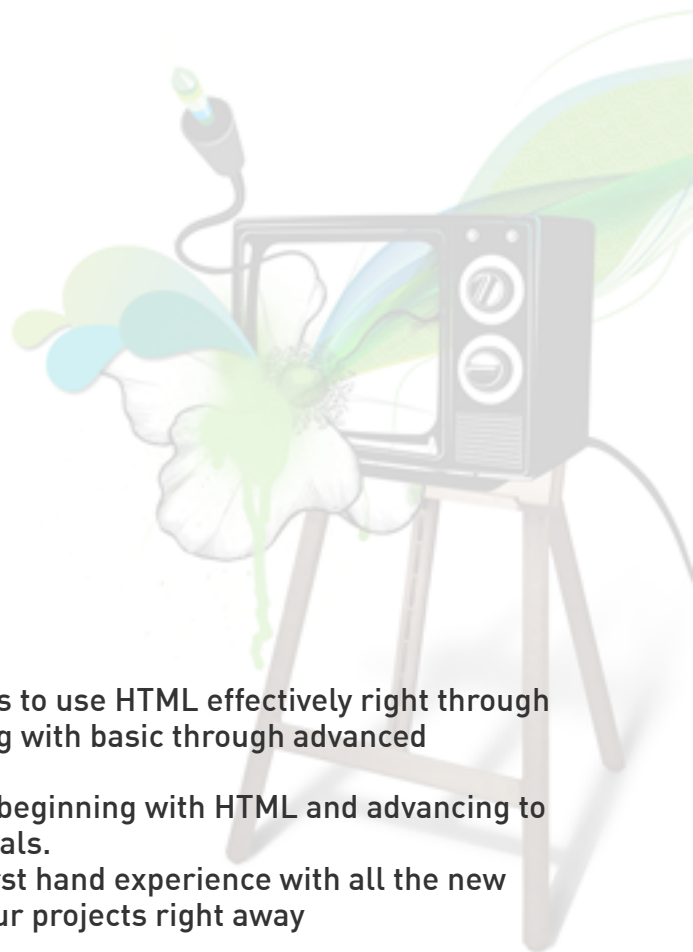
You will learn the basics of coding for web design, beginning with HTML and advancing to more complex XHTML, HTML5 and CSS fundamentals.

The HTML5 section of the class will give you the first hand experience with all the new HTML5 features so that you can start using it in your projects right away

Who is this course for?

People new to Web design that desire a deeper understanding of HTML, and the new standards of web design. The HTML5 section of the class is designed for software developers interested in designing, creating, and deploying HTML5 web applications. It is valuable to both beginners and advanced developers that already have experience in developing web applications.

Assumed Knowledge



We will assume little or no prior knowledge of HTML and CSS in this course but you should have a basic working knowledge of either the Windows or Mac.

What you will learn

- Basics of HTML and CSS,
- Planning your Web Site,
- Formatting,
- Images and Styles,
- Understanding Properties,
- Working with Colors and Background Images,
- The DIV Tag and
- Layout and building Basic Forms
- Know how to use HTML5 Markup
- Know how to use the HTML5 JavaScript APIs
- Understand current browser support for the various HTML5 features
- Understand how to emulate certain HTML5 features on older browsers

Outline

The Language of the Web

- * Basics of HTML and the Web
- * Creating an HTML File
- * Web Browsers and Tags
- * Formatting and Testing Pages
- * Understanding Attributes
- * Working with Images

Web Page Construction

- * The Rough Design Sketch
- * From a Sketch to an Outline
- * From Outline to Web Page
- * Testing your New Pages
- * Learning New Tags and Elements
- * Working with Blockquote and Paragraph
- * Nesting Elements
- * Choosing Inline or Block for Text

Serving Up the Page

- * Finding Hosting Solutions
- * Domain Name Basics
- * Getting your Files to the Web
- * URL Linking
- * HTTP Protocol
- * Absolute and Relative Paths
- * Index and Default Pages
- * Linking to Other Web Sites
- * Linking to a New Window

- * Using Target
- * Testing on Multiple Browsers
- * Tips and Tricks for Publishing

Images, Media, and More HTML

- * Working with Images
- * Standards and the ATL Tag
- * Images for Links
- * Formatting Options
- * Working with Transparent Images
- * Working with Page Colour and Background
- * Document Type and the W3C Validator
- * Using Meta Tags and Data
- * Validating and Nesting Fixes

Moving on to XHTML

- * Learning About XHTML
- * The XHTML 1.0 Checklist
- * Moving from HTML to XHTML
- * Validation and XHTML

Adding Some Style

- * Using CSS and XHTML
- * Designing and Building Rules
- * Linking to
- * External Style Sheets
- * Understanding Inheritance
- * The Font Family Tree
- * Overriding Inheritance
- * Creating a Selector for the Class
- * Taking Classes Further
- * Validating CSS

More About CSS and Properties

- * Text and Fonts
- * Understanding Font-Family
- * Adding Style to Your Fonts
- * Specifying Web Colours
- * Two Minute Guide to Hex Codes
- * How to Find Web Colours
- * Text Decorations
- * Removing the Underline from Links

Web Layout Basics

- * Learning the Box Model
- * Padding, Border, and Margins

- * Adding a Background Image
- * Adding Padding to the Left and Right
- * Two Minute Guide to Borders
- * Border Fit and Finish
- * Working with the id Attribute
- * Using Multiple Style Sheets

More HTML and CSS Techniques

- * Dividing a Page into Logical Sections
- * Selecting Descendants
- * Working with Colour
- * Fixing the Line Height
- * Adding the Tag for Style
- * Styling Based on State
- * Pseudo-Classes
- * Understanding the Power of Cascade

Arranging Elements

- * Working with Flow
- * Working with Inline Elements
- * Putting it all Together
- * Working with Width and Float
- * Fixing the Two-Column Problem
- * Fixing Overlap
- * Liquid and Frozen Designs
- * How Fixed Positioning Works
- * Two and Three Column Designs

Adding Forms to your Page

- * How Forms Work
- * Adding the Form Element
- * Working with Input and Select
- * Radi * Buttons and Drop Downs
- * Working with Get and Post
- * Working with Tables and Forms
- * Styling the Form and Table with CSS

HTML5 Overview

- * History of HTML5
- * The HTML5 vision
- * WHATWG and W3C specifications
- * What is part of HTML5?
- * HTML5 roadmap

Using HTML5 Today

- * When can I use these features?

- * Using HTML5 on mobile devices
- * Moving away from Flash
- * Building fast web applications
- * Performance Analysis
- * Developer Tools
- * Using HTML5 in browsers that do not support it
- * Detecting native availability of HTML5 features
- * Emulation

Markup, forms, and offline applications

- * HTML5 Markup
- * HTML5 page structure
- * HTML5 DOCTYPE
- * HTML5 markup
- * Structural elements
- * Semantic elements
- * Deprecated elements
- * HTML5 and CSS

HTML5 Forms

- * HTML5 form elements
- * Building and using HTML5 forms

HTML5 Offline Applications

- * HTML5 offline applications
- * Offline manifest files
- * ApplicationCache events

HTML5 Audio and Video

- * The audio and video elements
- * Understanding audio and video
- * Audio and videocontainers
- * Audio and video codecs

Overview of the HTML5 APIs

- * Overview of the HTML5 APIs
- * Common building blocks
- * Programming HTML5

HTML5 Canvas and SVG

- * Overview
- * Canvas vs. SVG
- * Canvas coordinates
- * Context
- * Accessibility
- * Pixel data

- * Lab: Using the Canvas APIs
- * Canvas basics
- * Drawing operations
- * Canvas transforms

HTML5 Communication APIs

- * Cross-document messaging
- * Overview
- * Understanding the origin concept
- * Lab: Using the PostMessage API
- * XMLHttpRequest Level 2
- * Overview
- * Cross-document XHR
- * Progress events
- * Lab: Using XHR Level 2
- * Server-sent Events
- * Overview

HTML5 Web Sockets

- * Real-time Communication overview
- * Web Sockets overview
- * Web Sockets API
- * Web Sockets Protocol

HTML5 Web Workers

- * Web Workers overview
- * Multi-core processor architecture
- * Web Worker communication

HTML5 Geolocation

- * Geolocation overview
- * User Privacy
- * Location information sources

HTML5 Storage

- * Overview
- * Local Storage
- * Session Storage
- * Web SQL Database