HtmlJS

HTML and JavaScript

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HtmlJS - Version: 2.1

🕐 4 days Course

Description:

HyperText Markup Language and JavaScript is a course designed for the Internet era where dominance in the World Wide Web is crucial to success. The course introduces attendees to Internet terminology, structure, and design giving the basic overview of the development environment. Then, students will learn the nuts and bolts of the HTML language for building exciting web pages, as well as DHTML and JavaScript for developing interactive and dynamic web sites.

Intended audience:

Programmers wishing to obtain knowledge in web based design and architecture.
Team members focused in GUI design wishing to explore browser possibilties in regard to "Client-Side" progrraming.
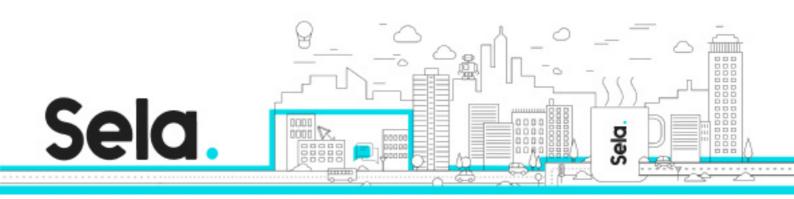
Prerequisites:

Students should have programming experience in any programming language

Objectives:

Attendee will have gained a deeper understanding of the Internet structure, and the World Wide Web as a whole.
Attended will have the ability to write interactive web pages using HTML and DHTML, including use of DOM and JavaScript.

Topics:

The Internet - Overview

- Introduction to the World Wide Web

Introduction to HTML

- A brief look at the history of HTML
- Basic features and implications
- HTML document structure
- The HEAD section
- The BODY section

Editing commands

- Headlines
- Text flow tags
- Font style tags
- Symbols

Links, images and image maps

- Using anchors and hyperlinks
- Creating defaults for links and images
- Images and relations with links and text
- Image maps

Lists

- Unordered lists and bullet types
- Ordered lists and bullet types
- Definition lists

Forms

- The role of forms in the web context
- The INPUT tag elements
- Text areas
- Select boxes

Tables

- The advantages in tables
- Creating advanced tables
- Locating content using tables

Frames

- Overview of frames
- Building framesets
- Targeting pages to specific frames

Miscellaneous

- The <META> tag and search engines

Cascading Style Sheets

- The significance of CSS in effective web design
- Inline styles
- Font attributes
- Positioning of elements using CSS
- Cascading techniques
- Importing external style sheets

DHTML & the Document Object Model

- What is DHTML
- The Document Object Model - Overview
- The DOM components – objects, properties, methods, event handlers
- Accessing objects and the DOM collections
- Using the DOM within frames
- Implementing layers and movement using the <DIV> tag

JavaScript - Introduction

- Basic characteristics and syntax issues
- Variables and data types
- Useful operators
- Type conversions

Functions and variable scope

- Functions in JavaScript - syntax and usage
- The local, global and static scopes
- Passing data between documents

Arrays

- Creating arrays in JavaScript
- The array's main methods

Flow control structures

- Conditional statements
- Performing switch cases
- Methods for performing loops
- Creating web content dynamically

Libraries and custom objects

- Building external JavaScript libraries
- The usage of custom objects in designing better sites

º Advanced Topics

º Appendix A – Javascript operator list

º Appendix B – Commonly used objects, properties, methods and event handlers