

VERSION



SR. CODE

EAPL/CRASH/CRTC05

COURSE CODE

EACUI

SUB CATEGORY

SOFTWARE DEVELOPMENT







ELYSIUM ACADEMY COREUII UEVELUPMEN





COURSE DESCRIPTION



The Core UI Development course provides comprehensive training in front-end web development, focusing on essential technologies such as HTML, CSS, and JavaScript. Participants will learn to create responsive and visually appealing user interfaces (UIs) for web applications, incorporating modern design principles and best practices.

COURSE GOALS



The goal of the Core UI Development course is to equip participants with the knowledge and skills needed to become proficient UI developers and participants will be able to develop user-friendly and visually engaging web interfaces, ensuring a seamless user experience across different platforms and devices

FUTURE SCOPE



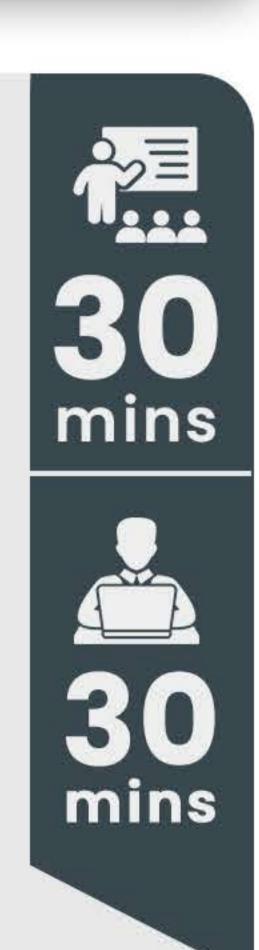
Proficiency in UI development opens doors to a variety of career opportunities, including roles such as front-end developer, web designer, and interface developer. With the continuous growth of web and mobile applications, skilled UI developers are in high demand.





Introduction to HTML5

- 1. Features of HTML5
- 2. Benefits of Using HTML5
- 3. Where and How Is HTML5 Used?
- 4.HTML5 Editors
- 5.Downloading Visual Studio Code



CHAPTER

Structure of an HTML5 File

- 1. What Are HTML Tags?
- 2. Structure of an HTML5 File
- 3. File and Folder Structure
- 4. How to Create an HTML5 File?



CHAPTER

HTML5 Basic Building Blocks

- 1. Heading Tags in HTML
- 2. HTML5 Quotation and Citation Tags
- 3. Commenting Out Code in HTML5
- 4. HTML5 Attributes
- 5. How to Style in HTML5









Exploring HTML5 Tags

- 1. What Are Anchor Tags?
- 2. What Are Image Tags?
- 3. What Are Paragraph Tags?
- 4. What Are Break Tags?
- 5. What Are Table Tags?
- 6. List Tags
- 7. Video Tag
- 8. Audio Tag



CHAPTER

Building a Form from Scratch with HTML5

- 1. Form Tags
- 2. Input Types
- 3.Input Attributes (Size, Read-Only, Disabled)
- 4. Additional Input Attributes (Min, Max, Multiple, and Placeholder)
- 5. Required Inputs



CHAPTER

Block and Inline Elements

- 1. Introduction
- 2. Examining Block and Inline Elements

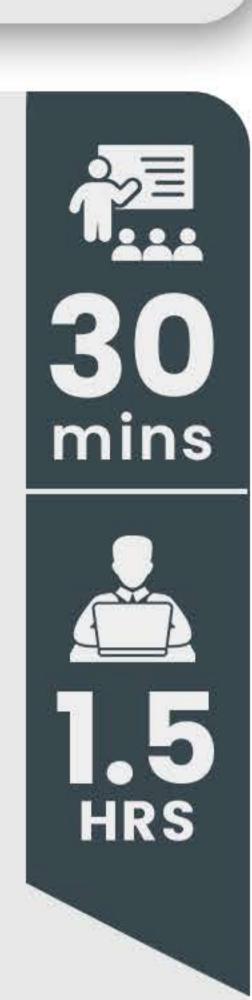






Introduction to CSS3

- 1. Introduction to CSS3
- 2. Syntax of CSS3
- 3. Uses of CSS3
- 4. Types of CSS3
- 5. Selectors and Colors in CSS3



CHAPTER

Basics Properties of CSS3

- 1. Background
- 2. Borders
- 3. Outline
- 4. Height and Width
- 5. Margin and Padding



CHAPTER

Typography Properties of CSS3

- 1. Text Alignment
- 2. Text Decoration
- 3. Text Transform
- 4. Text Spacing
- 5. Font Family
- 6. How to Use Font Awesome Icons







GHAPTER

Selectors Properties in Depth of CSS3

- 1. Positions
- 2. Pseudo-Classes Part 1
- 3. Pseudo-Classes part 2
- 4. Pseudo-Elements



CHAPTER

Extra Features in CSS3

- 1. Opacity and Important
- 2. Border-Radius
- 3. Box Shadow



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Responsive Design with CSS3

- 1. Grid System
- 2. Flexbox
- 3. Media Queries



GHAPTER

Introduction to JavaScript

- 1. Introduction and History of JavaScript
- 2. Syntax of JavaScript and Overview
- 3. JavaScript Implementation
- 4. How to Use HTML Tags in JavaScript









Variables

- 1. Var in JavaScript
- 2. Global and Local Var in JavaScript
- 3. Advanced console.log



CHAPTER

Statements in JavaScript

- 1. If Statement
- 2. If Else Statement
- 3. Condition Ternary Statement
- 4. Switch Statement
- 5. If Else If Statement
- 6. Break and Continue Statement
- 7. Data Types



GHAPTER

Operators in JavaScript

- 1. Arithmetic Operator
- 2. Assignment Operator
- 3. Comparison Operator









Popup Boxes in JavaScript

- 1. Alert Boxes
- 2. Prompt Box



HAPTER CHAPTER

Events in JavaScript

1. Events in JavaScript



CHAPTER

Loops in JavaScript

- 1. While Loop
- 2. Do While Loop
- 3. For Loop
- 4. Nested Loop



CHAPTER

Arrays in JavaScript

- 1. Arrays
- 2. Modify and Delete Arrays
- 3. Sort and Reverse Methods
- 4. Pop and Push Methods



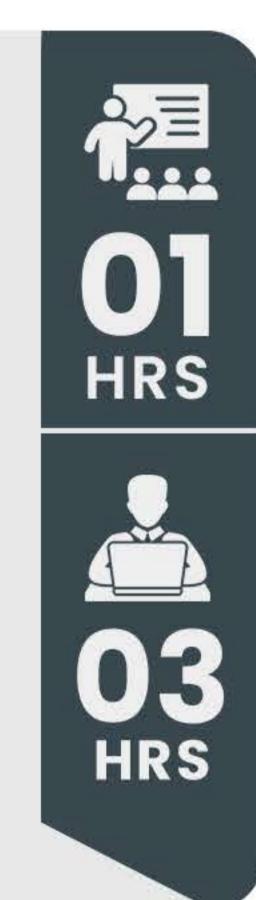




- 5. Shift and Unshift Methods
- 6. Concat and Join Methods
- 7. Slice and Splice Methods
- 8. The is Array Method
- 9. Indexof and lastindex Methods
- 10. The forEach Method
- 11. The toString(), valueOf(), and fill() Methods
- 12. Include Method
- 13. Some and Every Methods
- 14. Find and findlndex Methods
- 15. Filter Method

Objects and Methods

- 1. Objects
- 2. String and Its Methods
- 3. JavaScript Number Methods
 - a.Number Methods
 - b.Date Method



CHAPTER

DOM Model

- 1. DOM Model
- 2. DOM Other Objects
- 3. DOM Get Methods
- 4. DOM Styling
- 5. addEventListener (Events)
- 6. useCapture
- 7. classList Method

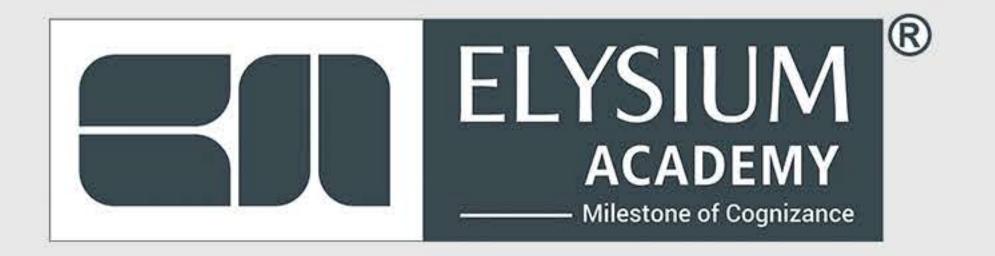






- 8. Parent Nodes
- 9. Children Nodes
- 10. First and Last Child
- 11. Next and Previous Siblings
- 12. Create Element Text Node
- 13. Append Child and Insert Before
- 14. Insert Adjacent Element and Insert Adjacent HTML









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