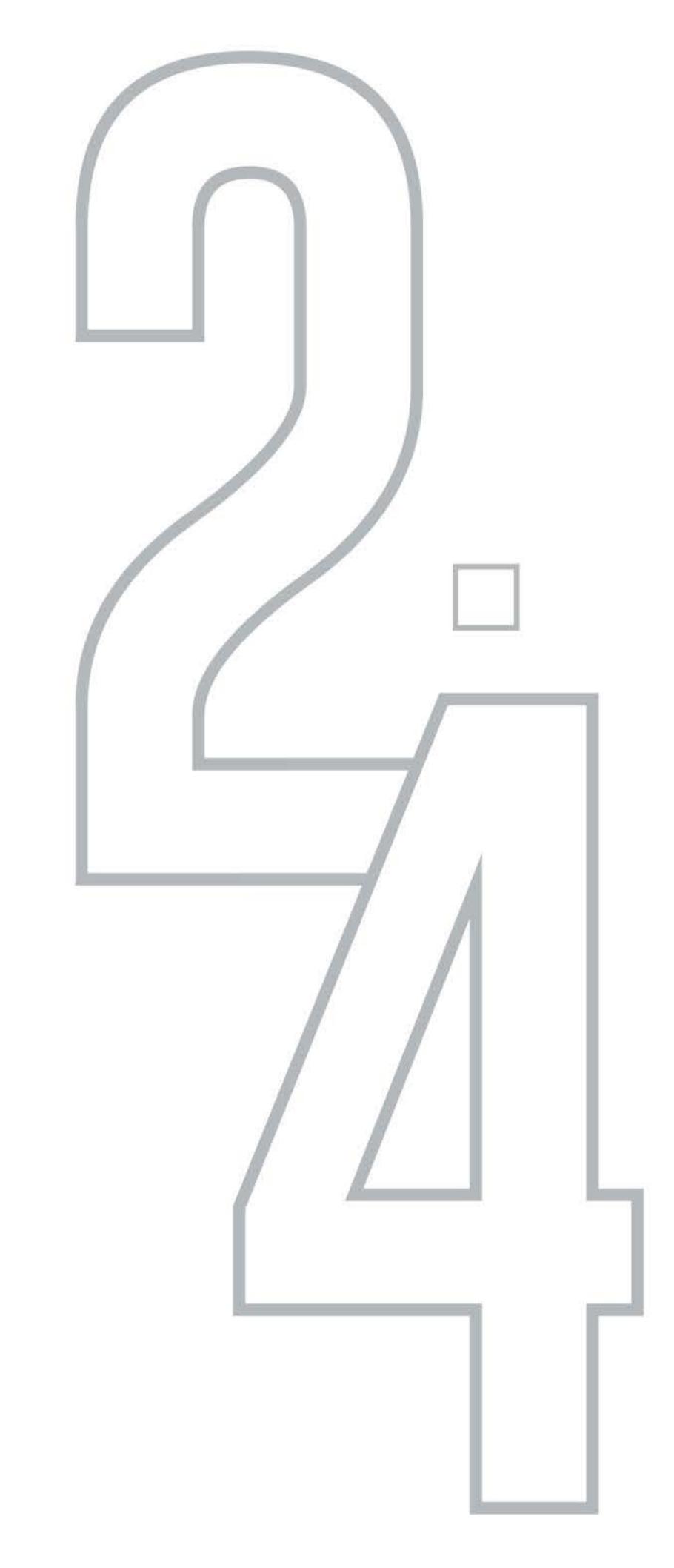


VERSION



SR. CODE

EAPL/TESBO/TSTC01

COURSE CODE

EATFJ

SUB CATEGORY

FULL STACK DEVELOPMENT







JULL UIRUNUU PROGRAMMER ELY3UM ACADEMY FULL STACK JS PROGRAMMER





COURSE DESCRIPTION



The Core AngularJS course offers comprehensive training in AngularJS, a powerful JavaScript framework for building dynamic web applications. Participants will learn the core concepts of AngularJS, including directives, modules, controllers, services, and dependency injection.

COURSE GOALS



The goal of the Core AngularJS course is to equip participants with the knowledge and skills needed to become proficient AngularJS developers. By the end of the course, participants will be able to design and develop robust and scalable web applications using AngularJS.

FUTURE SCOPE



Proficiency in AngularJS opens doors to a variety of career opportunities, including roles such as front-end developer, AngularJS developer, web application developer. As AngularJS continues to be widely adopted for building modern web applications, skilled AngularJS 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

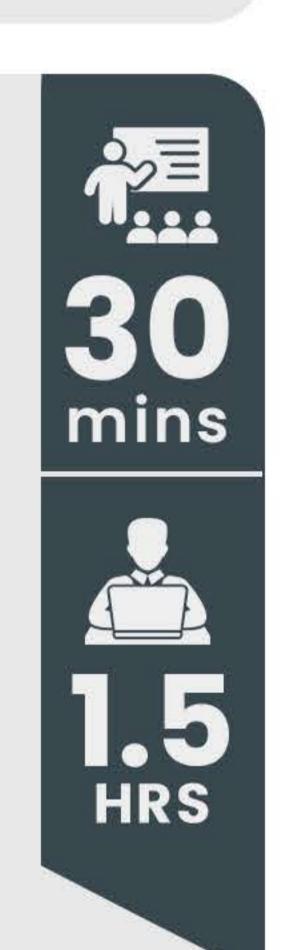
- 1. What Are Anchor Tags?
- 2. What Are Image Tags?
- 3. What Are Paragraph Tags?
- 4. What Are Break Tags?
- 5. What Are Table Tags?
- 6. List Tags
- 7. Video Tag
- 8. Audio Tag



CHAPTER 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









Exploring HTML5 Tags

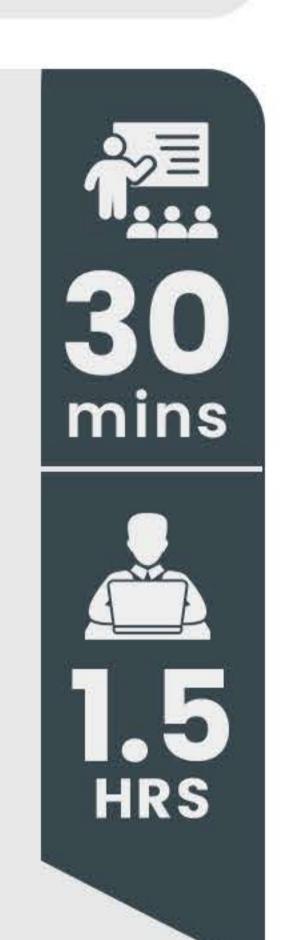
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CHAPTER

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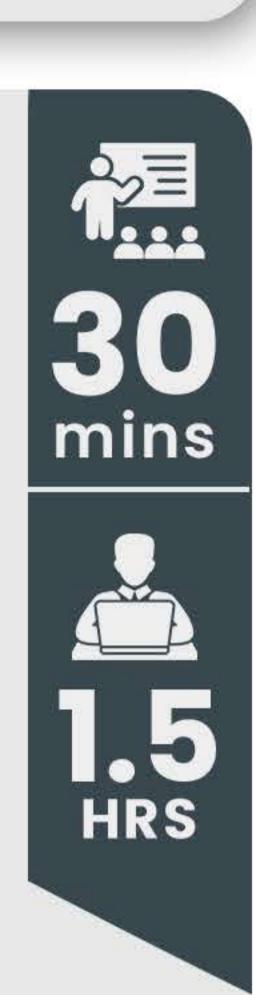






Introduction to CSS3

- 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



The second of th

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



CHAPTER

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



GAL 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

20 mins 40 mins

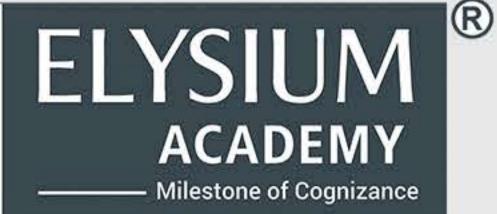
GHAPTER

Operators in JavaScript

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









Popup Boxes in JavaScript

- 1. Alert Boxes
- 2. Prompt Box



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 findIndex 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
- 15. Software Development Training Courses





EVENT

01. Event Handling

- a. What is Event?
- b. How events work?
- c. Create and change event handler
- d.Mouse events
- e. Keyboard events
- f. The onLoad and onUnload Events
- g.Form events
- h. Event simulation
- i. Event capturing
- j. Event bubbling
- k. Hands on events

O2. Bootstrap

- a. What is bootstraps?
- b. Purpose of bootstraps
- c. Containers
- d. Tables, Images
- e. Colors, Alerts, Buttons
- f. Panels
- g.Spinners, Cards
- h. Drop down, Navbar







PROJECT

01. Personal Portfolio Website

a.Create a personal
 portfolio website to
 showcase your projects, skills,
 and resume



02. Responsive Blog Layout

a. Design a responsive
 layout for a blog
 with multiple posts and a sidebar

03. To-Do List Application

a.Build a simple to-do list

app where users can add, delete, and
mark tasks as completed.

04. E-commerce Product Page

a.Design a product page for an
 e-commerce website, including
 product images, descriptions, and reviews.

05. Movie Search App

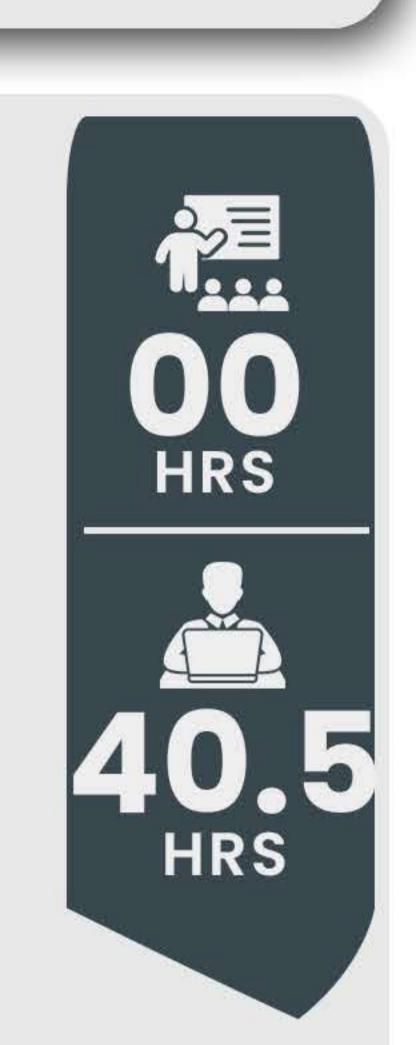
a.Build an app to search formovies and display detailssuch as title, release date, and rating.





O6.Interactive Data Visualization Dashboard

a.Develop an interactive dashboard for data visualization using charts and graphs



07. Social Media Platform Ul

a.Design the UI for a social media platform, including user profiles, posts, comments, and notifications.

08. Task Management System

a.Create a task management system with features like task assignment, progress tracking, and deadlines.

O9. Healthcare Appointment Booking System

a.Build an appointment booking system for a healthcare facility, including patient registration, appointment scheduling, and doctor availability.





GETTING STARTED

01. Web Development

- a.Full Stack Development
- b. Popular front-end development technologies
- c. Frontend and backend technology combinations for web development?
- d.Advantages of learning full stack development

02. About MERN

- a. What is MERN?
- b. Purpose of MEAN
- c. Advantages and disadvantages
- d. Applications of MERN
- e. Installation Setup







EXPRESS AND NODE JS

01. About Express

- a. What is Express JS?
- b. Why use Express JS?
- c. Structure of Express JS
- d.Installation setup

02. Important Terminology

- a.Express JS Request
- b. Express.js Response
- c. Get, post
- d.Routing and cookies
- e. File Upload and Middleware
- f. Express.js Scaffolding
- g.Express.js Template

03. Overview Node JS

- a. What is Node JS?
- b. Purpose of Node JS
- c. Advantages and drawbacks
- d.Structure of Node JS
- e. Installation Setup

04. Node JS Modules

- a.Functions
- b. Buffer
- c. Module
- d. Modules Types
- e. Core Modules
- f. Local Modules
- g. Modules Exports







05. Node JS Package Manager

- a. What is NPM
- b. Installing Packages Locally
- c. Installing package globally
- d. Adding dependency in package Json
- e. Updating packages

O6. Creating web server and file system

- a.Creating web server
- b. Sending and Handling HTTP requests
- c. Read file
- d.Writing a file
- e. Opening a file
- f. I/O operations
- g.Core Node JS Debugger

07. Events

- a.Event Emitter class
- b.Inheriting Events
- c. Returning event emitter
- d. Serving Static Files
- e. Working with Middle Ware
- f. Hands on events





GHAPTER

REACT JS - PART 1

01. About React JS

- a. What is React JS?
- b. Why we used React JS?
- c. Advantages and drawbacks
- d.React Versions
- e. Structure of React JS
- f. Installation setup

02. About Components

- a. Significance of component architecture
- b. Types of components
- c. Functional
- d.Class based
- e. Pure
- f. Component Composition
- g. Hands on Component

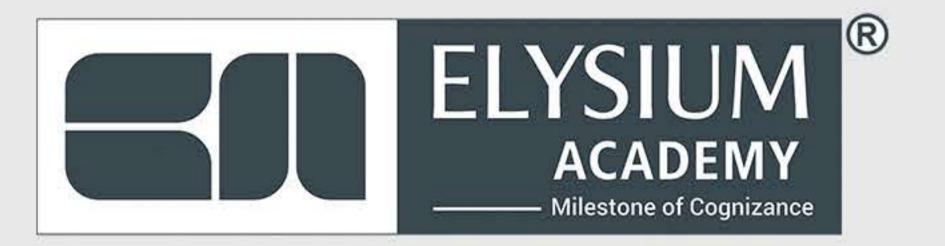
03. React Components

- a.React component Properties
- b. Component Lifecycle
- c. Updating Components
- d.Mounting Components
- e. Hands on components

O4.JSX

- a.Expressions & Attributes
- b. JSX Basics







- c. Namespaced Components
- d.Rendering HTML
- e. Rendering React Components
- f. Fragments

05. Common Terminologies

- a. What is state and props?
- b. Purpose of state and props
- c. Validating props using prop Types
- d.Event handling
- e. Life cycle methods
- f. Handle errors using error boundaries
- g.Context
- h. Purpose of context
- i. Create context
- j. Hooks
- k. Purpose of hooks
- I. Create hooks
- m. Types of hooks
- n. Hands on context and hooks

06.React Router

- a.Navigating Pages
- b. Understanding React Dom
- c. Types of Router





GHAPTER

MONGO DB PART-1

01. About Mongo DB

- a. What is Mongo DB?
- b.No SQL Database
- c. Advantage over RDBMS
- d.MongoDB Data Types
- e. MongoDB Data Modeling
- f. Installation setup

O2. Mongo DB Operators and commands

- a.Incorporating the Router
- b. Nesting Routes
- c. Route Parameters
- d.Express Middleware
- e. Responding with JSON
- f. Express with View Engine
- g.API/ Server-Side rendering

03. Database and collections

- a.Create database
- b. Drop Database
- c. Create collections
- d.Drop collections
- e. Hands on database and collections







04. CRUD Operations

- a.CRUD Operations (Update and Delete)
- b. Data Modeling
- c. Model Tree Structure
- d.Schema Validation
- e. Hands on CRUD operations

05. Documents

- a.Insert documents
- b. Delete documents
- c. Update Documents
- d.Query Documents
- e. MongoDB text search
- f. Partial Updates & Document Limits
- g.Removing Documents
- h. Hands on documents

G G CHAPTER

MONGO DB PART-2

01. Mongo DB shells

- a.MongoDB Shell
- b. Mongo Collection Methods
- c. Mongo Shell Methods
- d.Cursor methods
- e. Database methods
- f. Hands on Mongo DB shells







02. Replication and sharding

- a. What is Replication?
- b. Replication Set Members
- c. Replication Data Availability
- d.Replication Set Deployment
- e. Member Configuration Deployment
- f. Export and Import Files
- g. Hands on Replication
- h. What is sharding?
- i. Hands on sharding

03. Administrating Mongo DB

- a. Administration
- b. MongoDB Back Methods
- c. Hands on

04. Create New Project

- a.Problem Understanding: E-Commerce Website
- b. How to create an application
- c. Build Front end
- d.Build back end
- e. Create Mongo DB
- f. Connecting React Applications to Back-End and build complete full-stack Applications





MATERIAL UI

01.Introduction

- a. Advantage of material UI
- b. Material UI vs Base UI
- c. Installation

02. Material Designs

- a. with styled components
- b. peer dependencies
- c. roboto font
- d. google web fonts
- e. Icons, cdn



GHAPTER

ANGULAR

- a. What is angular
- b. Angular CLI
- c. Setup a project
- d.Setup Node JS with angular
- e. Create your first app



GHAPTER

MODULES AND COMPONENTS

- a. What is components in angular JS
- b. What is module in angular JS
- c. Create and start component
- d. Why components are important
- e. Create components using CLI
- f. What is nesting component
- g.Component styles and selectors







GHAPTER

DATA BINDING

- a. What is data binding
- b. String interpolation
- c. Property binding
- d.Difference between proper binding and string interpolation
- e. What are binding properties and events
- f. Two way binding



DIRECTIVES IN ANGULAR JS

- a. What is directives
- b. What is ng if and else condition
- c Ng module
- d.Directive properties



GAPTER CHAPTER

DEPENDENCY INJECTION IN ANGULAR JS

- a. What is dependency injection
- b. What is services
- c. Create data service



GHAPTER

ROUTING

- a. What is routing
- b. Navigation and its path
- c. Styling of router links











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