



New Course

Web Design ++ [186 Hrs]

Instructor: Pondit Team

E-Mail:

Phone:

Overview

□□ এই কোর্সটি একটি বান্ডেল কোর্স এখানে ৪টি কোর্স একসাথে আছে -

১. Web Design & Development Fundamentals using HTML5 & CSS3

- 🌟 মোট সময়: ৬০ ঘন্টা
- 🌟 মোট ক্লাস : ৩০টি

২. Modern JavaScript using ECMAScript 6

- 🌟 মোট সময়: ৪৬ ঘন্টা
- 🌟 মোট ক্লাস : ২৩টি

৩. Responsive Web Development using Bootstrap4

- 🌟 মোট সময়: ৬০ ঘন্টা
- 🌟 মোট ক্লাস : ৩০টি

৪. Progressive web application using workbox

- 🌟 মোট সময়: ২০ ঘন্টা
- 🌟 মোট ক্লাস : ১০টি

✅ এই কোর্সটি আপনি বাসায় বসে ভার্চুয়ালি করতে পারবেন। তাই দেরি না করে এখনই রেজিস্ট্রেশন সম্পূর্ণ করুন।

👉 আমাদের সাথে সরাসরি কথা বলতে এই নম্বরে ফোন করুন : ০১৭০৭০৭৩৩০৩

Audience

ছাত্র / ছাত্রী এবং চাকরিজীবী সবাই করতে পারবেন

Evaluation

Prerequisites

Course Information

- Duration : 186 Hours
- Day : 93 (Friday to Tuesday)
- Time : 9AM - 11AM
- Reg. Start : May 4, 2020
- Reg. End : Jun 25, 2020
- Class Start : Jun 26, 2020

Curriculum

1. Web Design & Development Fundamentals using HTML5 & CSS3

- 1.1. History, Syntex, page structure
- 1.2. Typography
- 1.3. Table
- 1.4. List
- 1.5. Form
- 1.6. HTML5 Semantic Elements
- 1.7. Hyperlink
- 1.8. Image
- 1.9. Ambed (audio/video)
- 1.10. Entities
- 1.11. CSS History, Syntex
- 1.12. CSS Selector
- 1.13. Box model
- 1.14. CSS Outline
- 1.15. CSS3 Outline offset
- 1.16. Positioning
- 1.17. Float
- 1.18. Flexbox
- 1.19. Animations
- 1.20. Transition
- 1.21. CSS3 properties
- 1.22. Box-sizing
- 1.23. CSS3 Filters
- 1.24. CSS Layers
- 1.25. CSS Dimension
- 1.26. CSS Units
- 1.27. CSS Media Types
- 1.28. Grid Layout
- 1.29. CSS Validation
- 1.30. 1.3 Code Editors

2. Modern JavaScript using ECMAScript 6

- 2.1. 1. An Introduction
- 2.2. 1.1 An Introduction to JavaScript
- 2.3. 1.2 Manuals & Specifications
- 2.4. 1.3 Code Editors
- 2.5. 1.4 Developer Console
- 2.6. 2. JS Fundaments
- 2.7. 2.1 Hello, World!
- 2.8. 2.2 Code Structure
- 2.9. 2.3 The modern mode, "use strict"
- 2.10. 2.4 Variables
- 2.11. 2.5 Datatypes
- 2.12. 2.6 Type Conversions
- 2.13. 2.7 Operators
- 2.14. 2.8 Comparisons
- 2.15. 2.9 Interaction : alert, prompt,confirm

2.16. 2.10 Conditional
2.17. 2.11 Logical operators
2.18. 2.12 Loops: while and for
2.19. 2.13 The "switch" statement
2.20. 2.14 Functions
2.21. 2.15 Function expressions
2.22. 2.16 Arrow functions, the basics
2.23. 2.17 JavaScript specials
2.24. 3. Code Quality
2.25. 3.1 Debugging in Chrome
2.26. 3.2 Coding Style
2.27. 3.3 Comments
2.28. 3.4 Ninja code
2.29. 3.5 Automated testing with Mocha
2.30. 3.6 Polyfills
2.31. 4 Objects : the basics
2.32. 4.1 Objects
2.33. 4.2 Garbage collection
2.34. 4.3 Symbol type
2.35. 4.4 Object methods, "this"
2.36. 4.5 Object to primitive conversion
2.37. 4.6 Constructor, operator "new"
2.38. 5. Data Types
2.39. 5.1 Methods of primitives
2.40. 5.2 Numbers
2.41. 5.3 Strings
2.42. 5.4 Arrays
2.43. 5.5 Array methods
2.44. 5.6 Iterables
2.45. 5.7 Map and Set
2.46. 5.8 WeakMap and WeakSet
2.47. 5.9 Object.keys, values, entries
2.48. 5.10 Destructuring assignment
2.49. 5.11 Date and time
2.50. 5.12 JSON methods, toJSON
2.51. 6. Advanced working with function
2.52. 6.1 Recursion and stack
2.53. 6.2 Rest parameters and spread syntax
2.54. 6.3 Variable scope
2.55. 6.4 The old "var"
2.56. 6.5 Global object
2.57. 6.6 Function object, NFE
2.58. 6.7 The "new Function" syntax
2.59. 6.8 Scheduling: setTimeout and setInterval
2.60. 6.9 Decorators and forwarding, call/apply
2.61. 6.10 Function binding
2.62. 6.11 Arrow functions revisited
2.63. 7. Object Properties Configuration
2.64. 7.1 Property flags and descriptors
2.65. 7.2 Property getters and setters
2.66. 8. Prototype & Inheritance

2.67. 8.1 Prototypal inheritance
2.68. 8.2 F.prototype
2.69. 8.3 Native prototypes
2.70. 8.4 Prototype methods, objects without `__proto__`
2.71. 9. Classes
2.72. 9.1 Class basic syntax
2.73. 9.2 Class inheritance
2.74. 9.3 Static properties and methods
2.75. 9.4 Private and protected properties and methods
2.76. 9.5 Extending built-in classes
2.77. 9.6 Class checking: "instanceof"
2.78. 9.7 Mixins
2.79. 10. Error Handling
2.80. 10.1 Error handling, "try..catch"
2.81. 10.2 Custom errors, extending Error
2.82. 11. Promises, async,await
2.83. 11.1 Introduction: callbacks
2.84. 11.2 Promise
2.85. 11.3 Promises chaining
2.86. 11.4 Error handling with promises
2.87. 11.5 Promise API
2.88. 11.6 Promisification
2.89. 11.7 Microtasks
2.90. 11.8 Async/await
2.91. 12. Generators, advanced iterations
2.92. 12.1 Generators
2.93. 12.2 Async iterators and generators
2.94. 13. Modules
2.95. 13.1 Modules, introduction
2.96. 13.2 Export and Import
2.97. 13.3 Dynamic imports
2.98. 14. Document
2.99. 14.1 Browser environment, specs
2.100. 14.2 DOM tree
2.101. 14.3 Walking the DOM
2.102. 14.4 Searching: getElement*, querySelector*
2.103. 14.5 Node properties: type, tag and contents
2.104. 14.6 Attributes and properties
2.105. 14.7 Modifying the document
2.106. 14.8 Styles and classes
2.107. 14.9 Element size and scrolling
2.108. 15. Introduction to Events
2.109. 15.1 Introduction to browser events
2.110. 15.2 Bubbling and capturing
2.111. 15.3 Event delegation
2.112. 15.4 Browser default actions
2.113. 15.5 Dispatching custom events
2.114. 16. UI Events
2.115. 16.1 Mouse events basics
2.116. 16.2 Moving the mouse: mouseover/out,

mouseenter/leave
2.117. 16.3 Drag'n'Drop with mouse events
2.118. 16.4 Keyboard: keydown and keyup
2.119. 16.5 Scrolling
2.120. 17. Forms, Controls
2.121. 17.1 Form properties and methods
2.122. 17.2 Focusing: focus/blur
2.123. 17.3 Events: change, input, cut, copy, paste
2.124. 17.4 Forms: event and method submit
2.125. 18. Document & resource loading
2.126. 18.1 Page: DOMContentLoaded, load, beforeunload, unload
2.127. 18.2 Scripts: async, defer
2.128. 18.3 Resource loading: onload and onerror
2.129. 19. Frames & Windows
2.130. 19.1 Popups and window methods
2.131. 19.2 Cross-window communication
2.132. 19.3 The clickjacking attack
2.133. 20. Binary Data, files
2.134. 20.1 ArrayBuffer, binary arrays
2.135. 20.2 TextDecoder and TextEncoder
2.136. 20.3 Blob
2.137. 20.4 File and FileReader
2.138. 21. Network Requests
2.139. 21.1 Fetch
2.140. 21.2 FormData
2.141. 21.3 Fetch; Download Progress
2.142. 21.4 Fetch: Abort
2.143. 21.5 Fetch: Cross-Origin Requests
2.144. 21.6 Fetch API
2.145. 21.7 URL Objects
2.146. 21.8 XMLHttpRequest
2.147. 21.9 Resumable file upload
2.148. 21.10 Long polling
2.149. 21.11 WebSocket
2.150. 21.12 Server Sent Events
2.151. 22. Storing Data in Browser
2.152. 22.1 Cookies, document.cookie
2.153. 22.2 LocalStorage, sessionStorage
2.154. 22.3 IndexedDB
2.155. 23. Regular Expressions
2.156. 23.1 Patterns and flags
2.157. 23.2 Character classes
2.158. 23.3 Escaping, special characters
2.159. 23.4 Sets and ranges [...]
2.160. 23.5 Quantifiers +, *, ? and {n}

3. Responsive Web Development using Bootstrap4

- 3.1. Understand responsiveness
- 3.2. Understand Mobile first design
- 3.3. Media Query

- 3.4. Responsive Image / Video
- 3.5. Responsive Table
- 3.6. Responsive layout
- 3.7. Install Bootstrap4
- 3.8. Work with bootstrap components,
- 3.9. Bootstrap utilities
- 3.10. Bootstrap4 content
- 3.11. Bootstrap4 layout
- 3.12. Mobile First Responsive layout using bootstrap
- 3.13. JQuery

4. Progressive Web Application using Workbox

- 4.1. Detailed explanation about what a PWA exactly is
- 4.2. install & Understand workbox
- 4.3. A project on How to use an app manifest to make your web app installable on device homescreens using workbox
- 4.4. Understand service workers
- 4.5. A project on How to offer offline support by service worker using workbox
- 4.6. A project on user engagement by adding push notifications using workbox
- 4.7. A project on data synchronization in the background