

1: HTML AND CSS

Chapter 1: Hyper Text Markup Language 7 Hours

Module 1: Web Programming Introduction In this module, you will learn basic introduction to web development. The fundamental technology used to define the structure of a webpage.

Module 2: HTML-Introduction In this module, sets the stage, getting you used to important concepts and syntax, looking at applying HTML to text, how to create hyperlinks, and how to use HTML to structure a webpage.

- History of HTML
- What you need to do to get going and make your first HTML page
- What are HTML Tags and Attributes?
- HTML Tag vs. Element
- HTML Attributes:

Module 3: HTML-Basic Formatting Tags In this module, HTML is used to specify whether your web content should be recognized as a paragraph, list, heading, link, image, multimedia player, form, or one of many other available elements or even a new element that you define.

- HTML Basic Tags
- HTML Formatting Tags
- HTML Color Coding

Module 4: HTML-Grouping Using Div Span In this module, The HTML <div> and element is the generic container for flow content and does not inherently represent anything. Use it to group elements for purposes such as styling (using the class or id attributes), and inline level and block level separation.

- Div and Span Tags for Grouping

Module 5: HTML-Lists In this module, The HTML `` element is used to represent an item in a list. It must be contained in a parent element: an ordered list (``), an unordered list (``), or a menu (`<menu>`). In menus and unordered lists, list items are usually displayed using bullet points, now we are going to check how to use html list

- Unordered Lists
- Ordered Lists
- Definition list

Module 6: HTML-Images In this module, the Web was just text, and it was really quite boring. Fortunately, it was not too long before the ability to embed images (and other more interesting types of content) inside web pages was added. There are other types of multimedia to consider, but it is logical to start with the humble `` element, used to embed a simple image in a webpage. This module will help you to make use of image mapping

- Image and Image Mapping

Module 7: HTML-Hyperlink In this module, Hyperlinks are important they are what makes the Web a web. This module shows the syntax required to make a link, and discusses link best practices.

- URL - Uniform Resource Locator
- URL Encoding

Module 8: HTML-Table In this module, representing tabular data on a webpage in an understandable, accessible way can be a challenge. This module covers basic table markup, along with more complex features such as implementing captions and summaries.

- `<table>`
- `<th>`
- `<tr>`

- <td>
- <caption>
- <thead>
- <tbody>
- <tfoot>
- <colgroup>
- <col>

Module 9: HTML-Iframe In this module, The HTML <iframe> element represents a nested browsing context, effectively embedding another HTML page into the current page. This module will help you make use of iframe tag

- Attributes Using
- Iframe as the Target

Module 10: HTML-Form In this module, Forms are a very important part of the Web — these provide much of the functionality you need for interacting with web sites, e.g. registering and logging in, sending feedback, buying products, and more. This module gets you started with creating the client-side parts of forms.

- <input>
- <textarea>
- <button>
- <select>
- <label>

Module 11: HTML-Headers In this module, The HTML <head> element provides general information (metadata) about the document, including its title and links to its scripts and style sheets.

- Title
- Base
- Link
- Style s
- Script
- Meta

Chapter 1: Cascading Style Sheet 3 Hours

Module 13: CSS2-Introduction In this module CSS is used to style and lay out web pages — for example, to alter the font, colour, size and spacing of your content, split it into multiple columns, or add animations and other decorative features. This module gets you started on the path to css.

- Benefits of CSS
- CSS Versions
History
- CSS Syntax
- External Style Sheet using
<link>
- Multiple Style
Sheets
- Value Lengths and
Percentages

Module 14: CSS2-Syntax In this module, the basic goal of the Cascading Stylesheet (CSS) language is to allow a browser engine to paint elements of the page with specific features, like colors, positioning, or decorations. The CSS syntax reflects this goal and its basic building blocks are

- CSS Syntax
- single Style
Sheets
- Multiple Style
Sheets
- Value Lengths and
Percentages

Module 15: CSS2-Selectors In this module, CSS selectors define the elements to which a set of CSS rules apply. In this module, you will find how many selectors are there how to use it

- ID Selectors
- Class Selectors
- Grouping
Selectors
- Universal
Selector

- Descendant / Child Selectors
- Attribute Selectors
- CSS – Pseudo Classes

Module 16: CSS2-Color Background Cursor In this module, CSS Backgrounds and Borders is a module of CSS that lets you style elements backgrounds and borders. Backgrounds can be filled with a color or image, clipped or resized, and otherwise modified. Borders can be decorated with lines or images, and made square or rounded.

- background-image
- background-repeat
- background-position
- CSS Cursor

Module 17: CSS2-Text Fonts In this module, CSS Fonts that defines font-related properties and how font resources are loaded. It lets you define the style of a font, such as its family, size and weight, line height, and the glyph variants to use when multiple are available for a single character

- color
- background-color
- text-decoration
- text-align
- vertical-align
- text-indent
- text-transform
- white-space
- letter-spacing
- word-spacing
- line-height

- font-family
- font-size
- font-style
- font-variant
- font-weight

Module 18: CSS2-Lists Tables In this module, lists table that defines how to lay out table data.

- list-style-type
- list-style-position
- list-style-image
- list-style
- CSS Tables I.
border
- width & height
- text-align
- vertical-align
- padding
- color

Module 19: CSS2-Box Model In this module, CSS box model that defines the rectangular boxes—including their padding and margin— that are generated for elements and laid out according to the visual formatting model.

- Borders &
Outline
- Margin &
Padding
- Height and
width
- CSS Dimensions

[Module 20: CSS2-Display Positioning](#) In this module, the position CSS property specifies how an element is positioned in a document. The top, right, bottom, and left properties determine the final location of positioned elements.

- CSS Visibility
- CSS Display
- CSS Scrollbars
- CSS Positioning
- Static Positioning
- Fixed Positioning
- Relative Positioning
- Absolute Positioning
- CSS Layers with Z-Index
- CSS Floats

In this module, the float CSS property specifies that an element should be placed along the left or right side of its container, allowing text and inline elements to wrap around it. The element is removed from the normal flow of the web page, though remaining a part of the flow (in contrast to absolute positioning).

- The float Property
- The clear Property

[Chapter 3: WORDPRESS 3 Hours](#)

[Chapter 4: SEO Basics 2 Hours](#)

2: Introduction to JavaScript Syllabus

Module 1: Introduction to JavaScript

- Introductions, motivation: web developer, orientation.
- Course syllabus, grading structure and deadlines, the tools we will use in this course i.e. browsers, web editors, version control, standards validators and cheat-sheets, collaborative tools etc.
- Pre-Test (HTML & CSS)
- Introduction to Procedural Programming
- JS History
- Dynamic (JS enabled) vs. Static web sites. Front-End “big three”: HTML, CSS and JavaScript! ‘ Training Environment.
- Best Approaches to Learn JS
- Editors, where to place your JS Code? And Using CodePen
- Tracking down errors

Module 2: Variable, Value, Data type, Operators and Expressions

- Variables: and let keyword
- Statements
- Value
- JS Keywords

- Understanding Expressions

Module 2: Arrays, Decision making and Loops

- String
- Arrays
- If Statement
- If-Else Statement
- If-Else-IF ladder and Nested If Statements
- Switch
- Handling repetitive tasks with loops
- For Loop
- While and Do-While Loop

Module 3: Functions, Variable Scope and Objects

- Date and Math Objects

Module 4: The Browser Environment

- BOM (Browser Object Model)
- Window.* properties
- DOM (document object model)
- Accessing DOM Nodes
- Modifying DOM Nodes

- Creating and Removing Nodes

Module 5 – Events and Event Handling

- What are Events? Listen to Events.
- Event Handling
- HTML5 Forms and Input tag (form validation)
- Get and Post methods

3: Video Editing: Sony Vegas Pro

- Sony Vegas Pro Software Overview
 - Projects and Media Timeline
 - Split and Delete Video Clips
 - Video Effects
 - o Transitions
 - o Custom Text Effects
 - o Flip & Mirror Clips
 - o Slow Motion
 - o Zooming
 - o Film Effects
 - o Color Correction

- Audio Effects
- Green screen removal
- Thumbnail
- Lowerthirds
- Video Rendering

4: Public speaking

Public Speaking is the ability to speak confidently in front of a mass. In this course, we will focus on the practical approach to help you learn public speaking. There will be a lot of practical sessions which will help boost your confidence as a public speaker.

BONUS: Basic Photography Course:

- Detail knowledge of Camera
- Detail knowledge of Exposure Triangle,
- White Balance,
- Dynamic Range,
- Gears used for Photography,
- Lenses and depth of field
- Reading Histogram,
- Types of Photography,
- Long Exposure / Night Photography,
- Camera angle and shot size