

HTML/HTML5

- Applying Designs to WireFrames with HTML5 and CSS3
- Introduction To Web And Basic HTML Tags
- Building our Own HTML5 Video Player
- Building Responsive Websites with HTML5 and CSS3
- HTML5 and CSS3 Site Design our website project
- Working with Forms
- Deeper Understanding of Client-Server Communication
- Understanding HTML5 Input Types

CSS/CSS3

- Introduction to CSS, CSS Inheritance and Various Selectors
- The Cascade, Specificity and Style Resolution
- Important CSS Properties
- Website Wireframing with HTML5 and CSS3
- Structuring Content Using HTML Tags
- Explaining Bootstrap latest version 4
- Using various components to make UI
- Making complete pages

TypeScript Module 1

- Introduction to TypeScript
- Why TypeScript? & Setting up TypeScript
- Using Types for a better Code
- Understanding the TypeScript Compiler
- TypeScript and ES6
- Using Classes to create Objects
- Namespaces and Modules

TypeScript Module 2

- Doing Contract Work with Interfaces
- Generics
- Behind the Scenes with Decorators
- Using JavaScript Libraries (like jQuery) with TypeScript
- TypeScript Workflows
- Example: Using TypeScript together with ReactJS

TypeScript Module 3

- JavaScript vs TypeScript
- Type annotations, variable declarations, basic datatypes, type inference
- Advanced types, type erasure and error behavior
- Classes, constructors & methods, inheritance & polymorphism, access modifiers

JS Language Fundamentals

- What Is Javascript
- Internal Vs. External
- document.write()
- Alert & Confirm, Prompting Info
- Prompting For Info
- Conjugation & Arithmetic
- Redirecting And New Windows
- Empty Links & String Manipulation
- Comparisons, Functions & Events
- If Else, Else If, Switch Statements
- getElementById()
- Escaping, Arrays
- For Loops, While Loops
- Breaking Out Of Loops
- Skipping A Loop Cycle

DOM Manipulation and Events

- Project Setup and Details
- First DOM Access and Manipulation
- Events and Event Handling: Rolling the Dice
- Updating Scores and Changing the Active Player
- Implementing Our 'Hold' Function and the DRY Principle
- Creating a Game Initialization Function
- Finishing Touches: State Variables

Modern JavaScript 1

- Using ES6 NPM Babel Webpack
- Installing Node.js & NPM
- Note: Tooling Changes
- Modern Setup: Configuring Webpack
- Webpack Dev Server
- Setup: Babel
- Planning Project Architecture with MVC
- ES6 Modules, Introduction, setting up, running ES6 code, JS transpilers
- Template literals, default parameters
- Destructuring arrays & objects, Rest & spread

Modern JavaScript 2

- Planning Project Architecture with MVC
- Building the Search Model, Controller, Search View
- Implementing Persistent Data with localStorage
- Building the Recipe Model, Controller, View
- Building the Search Model, Controller, Search View
- Rendering an AJAX Loading Spinner

Ajax Development

- What Is Ajax
- How To Execute Ajax
- Requests & Response
- readyStates And Status
- Putting It Together
- Ajax Search Suggest Tutorial
- Ajax Database Select Menu Tutorial

Asynchronous JavaScript

- Promises, Async/Await and AJAX
- Understanding Asynchronous JavaScript: The Event Loop
- The Old Way: Asynchronous JavaScript with Callbacks
- From Callback Hell to Promises
- From Promises to Async/Await
- AJAX and APIs
- Making AJAX Calls with Fetch and Promises
- Making AJAX Calls with Fetch and Async/Await

Advanced JavaScript 2

- Navigator & Creating Objects: Object.create
- setInterval And setTimeout
- Inheritance and the Prototype Chain
- Creating Objects: Function Constructors
- Closures, Bind, Call and Apply

Fundamentals of jQuery

- What Is jQuery & Installing jQuery
- Syntax Selectors Events
- When A Key Is Pressed Effects & Callbacks
- html() & Changing CSS
- Animations & Attributes
- jQuery Ajax & Finishing jQuery

Advanced JavaScript 1

- Try Catch And Throw
- Date & Math & Regular Expressions
- Primitives vs. Objects

Advanced JavaScript 3

- The Prototype Chain in the Console
- First Class Functions: Passing Functions as Arguments
- First Class Functions: Functions Returning Functions
- Immediately Invoked Function Expressions (IIFE)

MongoDB Developer Module 1

- NoSQL databases & Key value pair
- Understanding the Basics & CRUD Operations
- Schemas & Relations: How to Structure Documents
- Exploring Shell & Server
- Using MongoDB Compass Explore Data Visually
- MongoDB with Node and Express
- Diving Into Create Operations
- Read Operations - A Closer Look
- Windows Setup

MongoDB Developer Module 2

- Update Operations
- Understanding Delete Operations
- Working with Indexes
- Working with Geospatial Data
- Understanding the Aggregation Framework
- Working with Numeric Data
- MongoDB & Security
- From Shell to Driver
- Introducing Stitch
- Roundup

Angular Module 1

- What is Angular
- What is Angular Technology Stack
- Angular vs Angular 2 vs Angular 8
- CLI Deep Dive & Troubleshooting
- Project Setup and First App
- Editing the First App
- What is TypeScript?
- A Basic Project Setup using Bootstrap for Styling
- Debugging
- Components & Databinding Deep Dive
- Live Course Project Components & Databinding
- Directives Deep Dive
- Live Course Project Directives

Angular Module 2

- Using Services & Dependency Injection
- Live Course Project Services & Dependency Injection
- Changing Pages with Routing
- Live Course Project Routing
- Understanding Observables
- Live Course Project Observables
- Handling Forms in Angular Apps
- Live Course Project Forms
- Using Pipes to Transform Output
- Making Http Requests
- Live Course Project Http
- Authentication & Route Protection in Angular
- Dynamic Components
- Angular Modules & Optimizing Angular Apps

Angular Module 3

- Deploying an Angular App
- Working with NgRx in our Project'
- Angular Universal'
- Angular Animations
- Adding Offline Capabilities with Service Workers
- A Basic Introduction to Unit Testing in Angular Apps
- Angular Changes & New Features
- Custom Project & Workflow Setup
- TypeScript for Angular 2 Usage
- Introduction to Bootstrap

Node.js Module 1

- Installing and Exploring Node.js
- Node.js Module System
- File System and Command Line Args
- Improved Development Workflow and Debugging
- Asynchronous Node.js
- Accessing API from Browser
- API Authentication and Security
- Real-Time Web Applications with Socket.io
- Improved Development Workflow and Debugging
- Working with Express.js
- Express JS with MongoDB and Sqlite
- Working with Dynamic Content & Adding Templating Engines
- The Model View Controller (MVC)
- Dynamic Routes & Advanced Models
- SQL Introduction
- Understanding Sequelize
- Working with NoSQL & Using MongoDB

Node.js Module 2

- Working with Mongoose
- Sessions & Cookies
- Adding & Advanced Authentication
- Understanding Validation
- Sending Emails & Error Handling
- File Upload & Download
- Sorting, Pagination, and Filtering
- Understanding Async Requests
- Adding Payments
- Working with REST APIs - The Practical Application
- Understanding Async Await in Node.js
- Understanding Websockets & Socket.io
- Working with GraphQL
- Testing Node.js Applications
- Node.js as a Build Tool & Using npm