

MVS3-1 - MOC 20480 - PROGRAMMING IN HTML5 WITH JAVASCRIPT AND CSS3

Categoria: **Visual Studio**

INFORMAZIONI SUL CORSO



Durata:
5 Giorni



Categoria:
Visual Studio



Qualifica Istruttore:
Microsoft Certified
Trainer



Dedicato a:
Sviluppatore



Produttore:
Microsoft

OBIETTIVI

After completing this course, students should be able to:

- Explain how to use Visual Studio 2017 to create and run a Web application.
- Describe the new features of HTML5, and create and style HTML5 pages.
- Add interactivity to an HTML5 page by using JavaScript.
- Create HTML5 forms by using different input types, and validate user input by using HTML5 attributes and JavaScript code.
- Send and receive data to and from a remote data source by using XMLHttpRequest objects and Fetch API.
- Style HTML5 pages by using CSS3.
- Create well-structured and easily-maintainable JavaScript code.
- Write modern JavaScript code and use babel to make it compatible to all browsers.
- Use common HTML5 APIs in interactive Web applications.
- Create Web applications that support offline operations.
- Create HTML5 Web pages that can adapt to different devices and form factors.
- Add advanced graphics to an HTML5 page by using Canvas elements, and by using and Scalable Vector Graphics.
- Enhance the user experience by adding animations to an HTML5 page.
- Use Web Sockets to send and receive data between a Web application and a server.
- Improve the responsiveness of a Web application that performs long-running operations by using Web Worker processes.
- Use WebPack to package web applications for production.

PREREQUISITI

- 1 – 3 months experience creating Web applications, including writing simple JavaScript code
- 1 month experience creating Windows client applications
- 1 month of experience using Visual Studio 2017

CONTENUTI

Module 1: Overview of HTML and CSS

- Overview of HTML
- Overview of CSS
- Creating a Web Application by Using Visual Studio 2017

Lab : Exploring the Contoso Conference Application

- Exploring the Contoso Conference Application
- Examining and Modifying the Contoso Conference Application

Module 2: Creating and Styling HTML Pages

- Creating an HTML5 Page
- Styling an HTML5 Page

Lab : Creating and Styling HTML5 Pages

- Creating HTML5 Pages
- Styling HTML pages

Module 3: Introduction to JavaScript

- Overview of JavaScript
- Introduction to the Document Object Model

Lab : Displaying Data and Handling Events by Using JavaScript.

- Displaying Data Programmatically
- Handling Events

Module 4: Creating Forms to Collect and Validate User Input

- Creating HTML5 Forms
- Validating User Input by Using HTML5 Attributes
- Validating User Input by Using JavaScript

Lab : Creating a Form and Validating User Input

- Creating a Form and Validating User Input by Using HTML5 Attributes
- Validating User Input by Using JavaScript

Module 5: Communicating with a Remote Server

- Async programming in JavaScript
- Sending and Receiving Data by Using the XMLHttpRequest Object
- Sending and Receiving Data by Using the Fetch API

Lab : Communicating with a Remote Data Source

- Retrieving Data
- Serializing and Transmitting Data
- Refactoring the Code by Using the jQuery ajax Method

Module 6: Styling HTML5 by Using CSS3

- Styling Text by Using CSS3
- Styling Block Elements
- Pseudo-Classes and Pseudo-Elements
- Enhancing Graphical Effects by Using CSS3

Lab : Styling Text and Block Elements by Using CSS3

- Styling the Navigation Bar
- Styling the Register Link
- Styling the About Page

Module 7: Creating Objects and Methods by Using JavaScript

- Writing Well-Structured JavaScript Code
- Creating Custom Objects
- Extending Objects

Lab : Refining Code for Maintainability and Extensibility

- Object Inheritance
- Refactoring JavaScript Code to Use Objects

Module 8: Creating Interactive Pages by Using HTML5 APIs

- Interacting with Files
- Incorporating Multimedia
- Reacting to Browser Location and Context
- Debugging and Profiling a Web Application

Lab : Creating Interactive Pages with HTML5 APIs

- Dragging and Dropping Images
- Incorporating Video
- Using the Geolocation API to Report the User's Current Location

Module 9: Adding Offline Support to Web Applications

- Reading and Writing Data Locally
- Adding Offline Support by Using the Application Cache

Lab : Adding Offline Support to Web Applications

- Caching Offline Data by Using the Application Cache API
- Persisting User Data by Using the Local Storage API

Module 10: Implementing an Adaptive User Interface

- Supporting Multiple Form Factors
- Creating an Adaptive User Interface

Lab : Implementing an Adaptive User Interface

- Creating a Print-Friendly Style Sheet
- Adapting Page Layout to Fit Different Form Factors

Module 11: Creating Advanced Graphics

- Creating Interactive Graphics by Using SVG
- Drawing Graphics by Using the Canvas API

Lab : Creating Advanced Graphics

- Creating an Interactive Venue Map by Using SVG
- Creating a Speaker Badge by Using the Canvas API

Module 12: Animating the User Interface

- Applying CSS Transitions
- Transforming Elements
- Applying CSS Keyframe Animations

Lab : Animating the User Interface

- Applying CSS Transitions
- Applying Keyframe Animations

Module 13: Implementing Real-time Communication by Using Web Sockets

- Introduction to Web Sockets
- Using the WebSocket API

Lab : Performing Real-time Communication by Using Web Sockets

- Receiving Messages from a Web Socket
- Sending Messages to a Web Socket
- Handling Different Web Socket Message Types

Module 14: Performing Background Processing by Using Web Workers

- Understanding Web Workers
- Performing Asynchronous Processing by Using Web Workers

Lab : Creating a Web Worker Process

- Improving Responsiveness by Using a Web Worker

Module 15: Packaging JavaScript for Production Deployment

- Understanding Transpilers And Module bundling
- Creating Separate Packages for Cross Browser Support

Lab : Setting Up Webpack Bundle for Production

- Creating and Deploying Packages using WebPack

INFO

Esame: 70-480 - Programming in HTML5 with JavaScript and CSS3

Manuale: Il Materiale Didattico Ufficiale per tutti i corsi Microsoft MOC può essere richiesto, se disponibile, in forma elettronica (DMOC) invece che cartacea e lo studente iscritto potrà scaricarlo dal sito Microsoft. Chi acquista un DMOC ha diritto a consultare tutte le versioni del manuale, sia quelle precedenti a quella che acquista sia quelle che usciranno successivamente, dove troverà corretti eventuali errori e/o le novità del prodotto.

Prezzo manuale: 250 € incluso nel prezzo del corso a Calendario

Natura del corso: Operativo (previsti lab su PC)