

DRACLE

JavaScript and HTML5: Develop Web Applications



Titulo: JavaScript and HTML5: Develop Web Applications Ed 1

Clave: D84844GC10

Duración 0 días

Temario

Introduction

- Knowing the objectives of the course
- Setting up the Environment

Web Application Essentials

- Creating HTML5 Applications in NetBeans
- Running HTML pages and analizing them by using the browser's development tools
- Separating CSS and JavaScript content from HTML pages Running HTML5
- Applications in NetBeans
- Practice: Creating HTML5 Web Applications with NetBeans 8
- Practice: Separating JavaScript and CSS Resources

JavaScript Fundamentals

- Writing JavaScript code to declare variables, objects, functions and arrays
- Writing JavaScript Arrays to store data
- Defining JavaScript Objects as a key-value store
- · Accessing the properties of an object
- Practice: Writing JavaScript code to pass tests in Jasmine

Combining HTML5 and JavaScript in Web Applications

- Creating HTML5 Documents
- Creating HTML5 Forms to request information and process it
- Validating HTML5 form input
- Writing JavaScript functions for HTML5 events
- Manipulating HTML5 elements through DOM
- Practice: Writing JavaScript code to modify document elements

The JavaScript API

- Validating user input with JavaScript and Regular
- Expressions Handling multiple values with JavaScript
- Collections Manipulating Dates with the JavaScript Date API
- Practice: Creating a meal-divider application









Practice: Calculating the total based on the age

Web Application Data

Converting Objects to JSON Strings
Parsing JSON Strings into JavaScript Objects
Storing Objects by using the JSON API, Cookies, and Local Storage

Practice: Saving user input using JSON and Local Storage

Practice: Restoring saved data when page loads

Style Applications using CSS3 and JavaScript

Applying CSS styles to HTML documents
Using CSS3 features to add dynamic styles to elements with events
Using Media Queries and media data to adapt to different screens
Using JavaScript to add and remove styles from elements
Practice: Writing CSS rules to style elements in the document

Advanced JavaScript

Defining Functions
Creating Closures and explaining Variable Scope
Writing JavaScript functions as modules
Creating Prototypes
Creating Drag-and-Drop interactions with JavaScript
Creating JavaScript Timers and Delays to create
animations in HTML Using the HTML5 Canvas
Object to draw in pages
Practices: Creating a Canvas, intervals, Drag and Drop, and implementing

AJAX and WebSocket

Mouse Gestures

Using AJAX with JavaScript to request data from an Application Server Using AJAX to consume RESTful Web Services
Using AJAX calls to create "Server Push" interactions Identifying alternatives to AJAX used in legacy code Understanding AJAX Security
Using WebSocket to create Real-time Client/Server interactions Identifying the required Back-End technologies for REST and WebSocket with Java EE7 Practices: Creating a Single-Page Application using RESTand a Tic-Tac-Toe Game Client with WebSocket







Developing Applications with jQuery

Adding jQuery and jQuery UI libraries to your projects Using Selectors and DOM manipulators to handle documents Handling Events with jQuery Animating elements and Applying effects in the document Handling AJAX server responses







