

COURSE OUTLINE HTML5/CSS/JAVASCRIPT/PHP/MYSQL

During this Course we will be defining the layout of our Mobile Apps using HTML5 and adding Styles using CSS. Javascript will be used to add interactivity and logic to page elements. PHP and MySQL will be used to output data to external databases.

At the end of the Course participants will have achieved competency in Designing and Building Mobile Applications for submission to the market place.

- **HTML5**
 1. How do HTML5 APPS work
 2. Why do we need HTML5?
 3. Current HTML5 support
- **WHAT'S NEW IN HTML5?**
 1. HTML5 vs. HTML4
 2. New structural tags
 3. New content tags
 4. New application-focused tags
 5. Deprecated elements
 6. API overview
- **CREATING HTML5 DOCUMENTS**
 1. Content models
 2. Understanding the outline algorithm
 3. The role of tags
 4. Using ID and class attributes
- **STRUCTURING HTML5 DOCUMENTS**
 1. Basic page structure
 2. Structuring top-level elements
 3. Structuring interior content
 4. Building headers
 5. Checking document outlines
 6. Ensuring cross-browser structure
- **BUILDING FORMS IN HTML5**
 1. New input types
 2. Setting form autofocus
 3. Using placeholder data
 4. Marking required fields
 5. Working with number inputs
 6. Using date pickers
- **HTML5 API SUPPORT**
 1. Canvas overview
 2. Adding canvas content
 3. Drawing in the canvas environment
 4. Drag-and-drop API overview
 5. Offline applications overview
 6. Video overview
 7. Encoding video
 8. Adding video
- **ASSOCIATED TECHNOLOGIES**
 1. Geolocation API overview
 2. Web storage API overview
 3. Web sockets overview CSS3 overview
 4. Enhancing typography with CSS
 5. Styling HTML5 with CSS

Introduction to Client-Side JavaScript

- Embedding JavaScript in an HTML5 Document

Implementing Control Constructs

- Introduction to Conditional and Looping Constructs
- The if else Statements
- The do while Statements
- The for in Statements
- The switch Statement

Including JavaScript in a Page

- Inline JavaScript
- Linking Web Pages to External JavaScript Files
- Embedding JavaScript Using <script> Tags
- <noscript> Tags

Event Handling

- The Event Object
- Registering JavaScript Events
- Inline Event Handlers
- Processing Keyboard and Mouse Events

Statements and Operators

- Variable Declarations
- Assignment Operators and Statements
- Arithmetic Operators
- Logical Operators
- Comparison Operators
- String Operators
- Conditional Operators
- Operator Precedence

Implementing Functions

- Defining Functions
- Invoking Functions
- Named and Anonymous Functions
- Passing Arguments
-
- Local vs. Global Variables
- Using the return Statement
- The this Keyword

JavaScript Objects

- The JavaScript Browser Object Model
- JavaScript Object Properties
- Object Methods
- Creating New Object Instances Using Constructor Functions

DEVELOPING MOBILE APPS

Course outline

Working with Apps

- Start a new project
- Open a new project
- Changing the active project
- Packaging your project

Developing your App

- Editor View
- Gui View
- Opening, saving, adding a file
- Customizing your Editing Environment
- Coding/Javascript,Html5,CSS
- Using App Starter
- Using App Designer
- Outputting data to a databas

Test/Preview your App

- Using the Emulator
- Installing App Preview
- Pushing your App to the test Server
- Launching your App on the Test Device

Debugging Your

- Debugging

Building

- Building a mobile App
- Connecting to the Build Server
- Loading the Build Server UI
- Application Orientation
- Application Submission