HTML and CSS Vol 2, Part 3 of 3

page 1

Meet the expert: Dustin Tauer is an Adobe Certified Master Instructor and has a degree in Informational Systems and Technology. He currently teaches development classes focusing on technologies like HTML, CSS, JavaScript, Flash, and Flex. When he’s not training, he’s working on development projects ranging from mobile applications to rich internet applications to instructor-led curriculum.

Prerequisites: This course assumes you have prior experience with HTML4, CSS and JavaScript.

If new to HTML and CSS start with volume 1 courses:

HTML and CSS Vol 1, Part 1 of 5: Basics

HTML and CSS Vol 1, Part 2 of 5: Flexbox and Fonts

HTML and CSS Vol 1, Part 3 of 5: Animations and Icons

HTML and CSS Vol 1, Part 4 of 5: Layout and Elements

HTML and CSS Vol 1, Part 5 of 5: Forms

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Course description: With the advent of multimedia on web pages it became clear that the standard HTML4 was no longer sufficient for web page development. Enter HTML5 and CSS3 in connection with JavaScript. This course covers the changes to HTML that now can embed audio and video playing without using a plug-in. The course will also cover many new features such as Structural Tags, Input Field Types, and Canvas Elements. The course also includes the new CSS3 Transitions, local storage of user preferences, history management, and drawing and animating graphics with WebGL.

Course outline:

Web SQL Storage
- Introduction
- Persisting Data
- Web SQL Storage
- Examples of Web SQL Storage
- Demo: Web SQL Feature
- Demo: Java Script Errors
- Demo: CRUD
- Summary

Web SQL Storage Continued
- Introduction
- Demo: SQL Table
- Demo: Insert
- Demo: Update UI
- Demo: Update or Delete
- Summary

Web SQL Storage Conclusion
- Introduction
- Demo: Update or Delete
- Demo: Click Event Notes List
- Demo: Fix Java Error
- Demo: Hide and Refresh
- Summary

History Management
- Introduction
- History Management API
- Demo: History Management API
- Demo: History Object
- Summary

Geolocation
- Introduction
- Geolocation Overview
- Demo: Geolocation Mapping
- Summary

Drawing With Web GL
- Introduction
- WebGL Overview
- Initialize WebGL
- Demo: Drawing With WebGL
- Summary

Shaders and Buffers
- Introduction
- Shaders Overview
- Buffers Overview
- Demo: Initialize Shaders
- Demo: Initialize Buffers
- Summary

Displaying and Animating
- Introduction
- Draw the Scene
- Animate in WebGL
- Demo: Setup Viewport
- Demo: Initialize Perspective
- Demo: Apply Translation
- Demo: Apply Rotation
- Demo: Set Buffers
- Demo: Draw Arrays
- Demo: Test and Debug
- Demo: Adjust and Add Animation
- Summary