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¿Por qué ExecuTrain?

ExecuTrain es un proveedor de entrenamiento corporativo a nivel internacional y líder mundial en la capacitación empresarial. Contamos con 22 años y más de 62 mil personas capacitadas en zona occidente.

¿Por qué ExecuTrain?

Te guiamos en la definición de tus requerimientos de capacitación, en las diferentes etapas:

- Detección de necesidades, evaluación de conocimientos, plan de capacitación y seguimiento posterior para elegir el plan de capacitación como tú lo necesitas.
- El más amplio catálogo de cursos, desde un nivel básico hasta los niveles de conocimientos más especializados.
- En ExecuTrain el material y la metodología están diseñados por expertos en aprendizaje humano. Lo que te garantiza un mejor conocimiento en menor tiempo.
- Tú puedes confiar y estar seguro del aprendizaje porque nuestro staff de instructores es de primer nivel, algunos de los cuales son consultores en reconocidas empresas.
- No pierdas tu tiempo, los cursos están diseñados para un aprendizaje práctico.
- Nuestra garantía: Nuestro compromiso es que tú aprendas, si no quedas satisfecho con los resultados del programa, podrás volver a tomar los cursos hasta tu entera satisfacción o la devolución de tu dinero.

Modalidad de servicio

- Cursos de Calendario
- Cursos Privados: On site y en nuestras instalaciones.
- Cursos Personalizados: Adaptamos el contenido del curso y su duración dependiendo de la necesidad del cliente.
- E-Training: cursos a distancia de forma interactiva, mejorando la capacidad de aprendizaje de nuestros participantes guiados por un instructor en vivo.

Duración: 5 días (35 horas)

Temario: <http://ow.ly/BPdwX>

20480 / Programming in HTML5 with JavaScript and CSS3

This course provides an introduction to HTML5, CSS3, and JavaScript. This course helps students gain basic HTML5/CSS3/JavaScript programming skills. This course is an entry point into both the Web application and Windows Store apps training paths. The course focuses on using HTML5/CSS3/JavaScript to implement programming logic, define and use variables, perform looping and branching, develop user interfaces, capture and validate user input, store data, and create well-structured applications.

The lab scenarios in this course are selected to support and demonstrate the structure of various application scenarios. They are intended to focus on the principals and coding components/structures that are used to establish an HTML5 software application.

> Audience Profile

The course is intended for developers who have at least six months of professional experience and who are interested in developing applications using HTML5 with JavaScript and CSS3 (either Windows Store apps or IE10 apps for the Web). While the students may have little or no HTML5 coding experience, they should have some experience with HTML4. Students choosing to attend this course without a developer background should pay special attention to the training prerequisites.

Developers who have more than 5 years programming experience may find that portions of this training are fundamental in nature when presenting the syntax associated with certain programming tasks. Individuals who are interested in taking exam 70-480: Programming in HTML5 with JavaScript and CSS3, can also attend this course.

> At Course Completion

- Explain how to use Visual Studio 2012 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 jQuery AJAX operations.
- Style HTML5 pages by using CSS3.
- Create well-structured and easily-maintainable JavaScript code.
- 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

> Prerequisites

In addition to their professional experience, students who attend this training should have a combination of practical and conceptual knowledge related to HTML5 programming. This includes the following prerequisites:

- Understand the basic HTML document structure:
 - Use HTML tags to display text content.
 - Use HTML tags to display graphics.
 - Use HTML APIs.
- Understand how to style common HTML elements using CSS, including:
 - Separating presentation from content.
 - Managing content flow.
 - Managing positioning of individual elements.
 - Managing content overflow.
 - Basic CSS styling.

> Modules

- Module 1: Overview of HTML and CSS
- Module 2: Creating and Styling HTML5 Pages
- Module 3: Introduction to JavaScript
- Module 4: Creating Forms to Collect Data and Validate User Input
- Module 5: Communicating with a Remote Data Source
- Module 6: Styling HTML5 by Using CSS3
- Module 7: Creating Objects and Methods by Using JavaScript
- Module 8: Creating Interactive Pages using HTML5 APIs
- Module 9: Adding Offline Support to Web Applications
- Module 10: Implementing and Adaptive User Interface
- Module 11: Creating Advanced Graphics
- Module 12: Animating the User Interface
- Module 13: Implementing Real-Time Communications by Using Web Sockets
- Module 14: Creating a Web Worker Process