uCertify

Course Outline

HTML, CSS & JavaScript Web Publishing

29 Apr 2024

1. Pre-Assessment
2. Exercises, Quizzes, Flashcards & Glossary

   Number of Questions
3. Expert Instructor-Led Training
4. ADA Compliant & JAWS Compatible Platform
5. State of the Art Educator Tools
6. Award Winning Learning Platform (LMS)
7. Chapter & Lessons

   Syllabus

   Chapter 1: Introduction

   Chapter 2: What Is Web Publishing?

   Chapter 3: Getting Your Tools in Order

   Chapter 4: Introducing HTML and CSS

   Chapter 5: Learning the Basics of HTML

   Chapter 6: Organizing Information with Lists

   Chapter 7: Working with Links

   Chapter 8: Formatting Text with HTML and CSS

   Chapter 9: Using CSS to Style a Site

   Chapter 10: Using Images on Your Web Pages

   Chapter 11: Building Tables

   Chapter 12: Using CSS to Position Elements on the Page

   Chapter 13: Designing Forms

   Chapter 14: Structuring a Page with HTML5

   Chapter 15: Integrating Multimedia: Video and Sound

   Chapter 16: Advanced CSS: Page Layout in CSS

   Chapter 17: Using Responsive Web Design

   Chapter 18: Introducing JavaScript

   Chapter 19: Using jQuery

Chapter 20: Using JavaScript in Your Pages

Chapter 21: Working with Frames and Linked Windows

Chapter 22: Designing for the Mobile Web

Chapter 23: Designing for User Experience

Chapter 24: How to Publish Your Site

Chapter 25: Taking Advantage of the Server

Chapter 26: Search Engines and SEO

Videos and How To

8. Practice Test

   Here's what you get

   Features

9. Live labs

   Lab Tasks

   Here's what you get

10. Post-Assessment

1. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

2. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.

3. flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.

4. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.

5. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

6. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

7. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

8. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been

recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**
    1. Best Postsecondary Learning Solution

- **2015**
    1. Best Education Solution
    2. Best Virtual Learning Solution
    3. Best Student Assessment Solution
    4. Best Postsecondary Learning Solution
    5. Best Career and Workforce Readiness Solution
    6. Best Instructional Solution in Other Curriculum Areas
    7. Best Corporate Learning/Workforce Development Solution

- **2016**
    1. Best Virtual Learning Solution
    2. Best Education Cloud-based Solution
    3. Best College and Career Readiness Solution
    4. Best Corporate / Workforce Learning Solution
    5. Best Postsecondary Learning Content Solution
    6. Best Postsecondary LMS or Learning Platform
    7. Best Learning Relationship Management Solution

- **2017**
    1. Best Overall Education Solution
    2. Best Student Assessment Solution
    3. Best Corporate/Workforce Learning Solution
    4. Best Higher Education LMS or Learning Platform

- **2018**
    1. Best Higher Education LMS or Learning Platform

2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution

- **2019**
  1. Best Virtual Learning Solution
  2. Best Content Authoring Development or Curation Solution
  3. Best Higher Education Learning Management Solution (LMS)

- **2020**
  1. Best College and Career Readiness Solution
  2. Best Cross-Curricular Solution
  3. Best Virtual Learning Solution

9. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Introduction

Chapter 2: What Is Web Publishing?

- Thinking Like a Web Publisher

- Web Browsers
- Web Servers
- Uniform Resource Locators
- Defining Web Publishing Broadly
- Summary
- Workshop
- Additional Exercises

Chapter 3: Getting Your Tools in Order

- Anatomy of a Website
- Setting Up Your Computer for Web Publishing
- Using the Google Chrome Developer Tools
- What Do You Want to Do on the Web?
- Wireframing Your Website
- Web Hosting
- Summary
- Workshop
- Additional Exercises

Chapter 4: Introducing HTML and CSS

- What HTML Is (And What It Isn't)
- What HTML Files Look Like
- HTML Attributes
- Using the style Attribute
- A Short History of HTML Standards
- The Current and Evolving Standard: HTML5
- Summary
- Workshop
- Additional Exercises

Chapter 5: Learning the Basics of HTML

- Structuring Your HTML
- The Title
- Headings
- Paragraphs
- Comments
- Summary

- Workshop
- Additional Exercises

Chapter 6: Organizing Information with Lists

- Lists: An Overview
- Numbered Lists
- Unordered Lists
- Definition Lists
- Nesting Lists
- Other Uses for Lists
- Summary
- Workshop
- Additional Exercises

Chapter 7: Working with Links

- Creating Links
- Linking Local Pages Using Relative and Absolute Pathnames
- Links to Other Documents on the Web

- Linking to Specific Places Within Documents
- Anatomy of a URL
- Kinds of URLs
- Summary
- Workshop
- Additional Exercises

Chapter 8: Formatting Text with HTML and CSS

- Character-Level Elements
- Character Formatting Using CSS
- Preformatted Text
- Horizontal Rules (or Thematic Breaks)
- Line Break
- Addresses
- Quotations
- Special Characters
- Fonts and Font Sizes
- Summary

- Workshop
- Additional Exercises

Chapter 9: Using CSS to Style a Site

- Including Style Sheets in a Page
- Selectors
- Units of Measure
- Editing Styles with Developer Tools
- Using Color
- Links
- The Box Model
- More Selectors
- The <body> Tag
- Summary
- Workshop
- Additional Exercises

Chapter 10: Using Images on Your Web Pages

- Images on the Web

- Image Formats
- Inline Images in HTML: The <img> Tag
- Images and Text
- Images and Links
- Other Neat Tricks with Images
- Image Backgrounds
- Using Images as Bullets
- What Is an Imagemap?
- Image Etiquette
- Summary
- Workshop
- Additional Exercises

Chapter 11: Building Tables

- Creating Tables
- Table Parts
- Sizing Tables, Borders, and Cells
- Table and Cell Color

- Aligning Your Table Content
- Spanning Multiple Rows or Columns
- More Advanced Table Enhancements
- How Tables Are Used
- Summary
- Workshop
- Additional Exercises

Chapter 12: Using CSS to Position Elements on the Page

- Positioning Schemes
- Absolute Positioning
- Fixed Positioning
- Controlling Stacking
- Creating Drop-Down Menus
- Summary
- Workshop
- Additional Exercises

Chapter 13: Designing Forms

- Understanding Form and Function
- Using the <form> Tag
- Using the <label> Tag
- Creating Form Controls with the <input> Tag
- Using Other Form Controls
- Grouping Controls with fieldset and legend
- Displaying Updates with progress and meter
- Applying Cascading Style Sheet Properties to Form Elements
- Planning Your Forms
- Summary
- Workshop
- Additional Exercises

Chapter 14: Structuring a Page with HTML5

- A Short History of HTML Page Layout
- Laying Out a Page in HTML5
- HTML5 Structural Tags
- The Page Outline

- Using HTML5 Structural Elements
- Summary
- Workshop
- Additional Exercises

Chapter 15: Integrating Multimedia: Video and Sound

- Embedding Video the Simple Way
- Hosting Your Own Video
- Embedding Video Using <video>
- Embedding Flash Using the <object> Tag
- The <embed> Tag
- Embedding Flash Movies Using SWFObject
- Flash Video Players
- Embedding Audio in Your Pages
- Summary
- Workshop
- Additional Exercises

Chapter 16: Advanced CSS: Page Layout in CSS

- Laying Out the Page
- The Role of CSS in Web Design
- Summary
- Workshop
- Additional Exercises

Chapter 17: Using Responsive Web Design

- What Is Responsive Web Design?
- Mobile Devices Should Come First
- Planning a Responsive Website
- Writing Media Queries
- Understanding the Mechanics of RWD
- Responsive Web Design Best Practices
- Summary
- Workshop
- Additional Exercises

Chapter 18: Introducing JavaScript

- Why Would You Want to Use JavaScript?
- The <script> Tag
- JavaScript and the Chrome Development Tools
- The JavaScript Language
- The JavaScript Environment
- Events
- Summary
- Workshop
- Additional Exercises

Chapter 19: Using jQuery

- What Are JavaScript Libraries?
- Getting Started with jQuery
- Your First jQuery Script
- Selecting Elements from the Document
- Binding Events
- Modifying Styles on the Page
- Modifying Content on the Page

- Special Effects
- AJAX and jQuery
- Summary
- Workshop
- Additional Exercises

Chapter 20: Using JavaScript in Your Pages

- Validating Forms with JavaScript
- Hiding and Showing Content
- Adding New Content to a Page
- Summary
- Workshop
- Additional Exercises

Chapter 21: Working with Frames and Linked Windows

- What Are Frames?
- Working with Linked Windows
- Inline Frames
- Opening Linked Windows with JavaScript

- Summary
- Workshop
- Additional Exercises

Chapter 22: Designing for the Mobile Web

- People Browse Differently on Mobile Phones
- Standards Compliance and the Mobile Web
- Writing for the Mobile Web
- Design and Page Layout
- Using Links
- Using Images and Multimedia
- Making the Most of CSS and JavaScript
- Take Advantage of Mobile Features
- Other Good Habits and Hints for Mobile Web Design
- Summary
- Workshop
- Additional Exercises

Chapter 23: Designing for User Experience

- Considering User Experience Level
- Determining User Preferences
- What Is Accessibility?
- Alternative Browsers
- Writing Accessible HTML
- Designing for Accessibility
- Validating Your Sites for Accessibility
- Summary
- Workshop
- Additional Exercises

Chapter 24: How to Publish Your Site

- What Does a Web Server Do?
- How to Find Web Hosting
- Organizing Your HTML Files for Publishing
- Publishing Your Files
- Troubleshooting
- Promoting Your Web Pages

- Finding Out Who's Viewing Your Web Pages
- Summary
- Workshop
- Additional Exercises

Chapter 25: Taking Advantage of the Server

- How PHP Works
- Getting PHP to Run on Your Computer
- The PHP Language
- Loops
- Built-In Functions
- User-Defined Functions
- Processing Forms
- Using PHP Includes
- Expanding Your Knowledge of PHP
- Other Application Platforms
- Summary
- Workshop

- Additional Exercises

Chapter 26: Search Engines and SEO

- What Is SEO?
- How Search Engines Work
- SEO Techniques
- Tools for Tracking and Managing SEO
- Paying for Links
- Summary
- Workshop
- Additional Exercises

Videos and How To

uCertify course includes videos to help understand concepts. It also includes How Tos that help learners in accomplishing certain tasks.

25	01:33
VIDEOS	HOURS

10. Practice Test

Here's what you get

100	100
PRE-ASSESSMENTS QUESTIONS	POST-ASSESSMENTS QUESTIONS

Features

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

11. Live Labs

The benefits of live-labs are:

- Exam based practical tasks
- Real equipment, absolutely no simulations

- Access to the latest industry technologies
- Available anytime, anywhere on any device
- Break and Reset functionality
- No hardware costs

Lab Tasks

Introducing HTML and CSS

- Creating a Basic HTML Page

Learning the Basics of HTML

- Using Paragraphs and Headings in HTML

Organizing Information with Lists

- Organizing Content in HTML

Working with Links

- Creating Hyperlinks

Formatting Text with HTML and CSS

- Formatting Text in HTML

Using CSS to Style a Site

- Creating the External Style Sheet
- Using CSS IDs
- Implementing a Class
- Creating an Internal Style Sheet

- Implementing Inline Styles
- Using Positioned Floats
- Using Overflow Properties

Using Images on Your Web Pages

- Implementing the SVG Format
- Using Inline Flow vs. Block Flow in CSS and Float Properties
- Using the Image Tag

Building Tables

- Organizing Content in HTML Part 1

Using CSS to Position Elements on the Page

- Using the Absolute Position Property
- Implementing CSS Overlapping and Positioning

Designing Forms

- Using the Pattern Attribute
- Using the Required Attribute
- Using the Types of Input Fields
- Using the Input Tag
- Implementing the Checkbox Input and Using the Textarea Tag
- Using the Select Tag
- Using the Mark, Meter, and Progress Tags

Structuring a Page with HTML5

- Using the Header and Footer Tags
- Using the Nav Tag
- Using the Article Tag
- Using the Section Tag
- Using the Aside and Hr Tags

Integrating Multimedia: Video and Sound

- Using the Video Tag

Advanced CSS: Page Layout in CSS

- Implementing CSS Columns and Hyphenations

Using Responsive Web Design

- Using Media Query

Introducing JavaScript

- Writing a Basic JavaScript Program
- Using Operators in JavaScript
- Using Data Types
- Showing and Hiding Elements
- Updating Content Using Event Handling
- Using Events to Call a Function
- Using Events

Using jQuery

- Using jQuery and Other Third-Party Libraries

Using JavaScript in Your Pages

- Using the Form and Test Validations

Working with Frames and Linked Windows

- Using the Inline Frame Element

Designing for the Mobile Web

- Getting the Geolocation of a Device

Here's what you get

44	34	01:47
LIVE LABS	VIDEO TUTORIALS	HOURS

12. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

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