

uCertify

Course Outline

CIW: Advanced HTML5 and CSS3 Specialist v2.0
(1D0-720)



26 Apr 2024

1. Course Objective
2. Pre-Assessment
3. Exercises, Quizzes, Flashcards & Glossary
Number of Questions
4. Expert Instructor-Led Training
5. ADA Compliant & JAWS Compatible Platform
6. State of the Art Educator Tools
7. Award Winning Learning Platform (LMS)
8. Chapter & Lessons

Syllabus

Chapter 1: HTML5 Essentials

Chapter 2: Introduction to Cascading Style Sheets (CSS) Technology

Chapter 3: Using CSS Version 3 (CSS3)

Chapter 4: Using Advanced CSS3 Techniques

Chapter 5: Introduction to JavaScript

Chapter 6: JavaScript Events, Functions and Methods

Chapter 7: Using HTML5 APIs

Chapter 8: Developing HTML5 Forms

Chapter 9: Completing, Submitting and Validating User Input Forms

Chapter 10: Copyright, Ethics and Legal Considerations

Chapter 11: Appendix A: CIW Advanced HTML5 And CSS3 Specialist Objectives and Locations

Chapter 12: Appendix B: Web Developer Resources

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Videos and How To

9. Practice Test

Here's what you get

Features

10. Live labs

Lab Tasks

Here's what you get

11. Post-Assessment

1. Course Objective

Pass the CIW 1D0-720 exam with the Advanced HTML5 & CSS3 Specialist course and Lab. The lab provides a hands-on learning experience in a safe, online environment. The course covers the 1D0-720 exam objectives and provides candidates the essential HTML5, Cascading Style Sheets (CSS3), and JavaScript knowledge used in web development. The course has 1D0-720 practice tests to strengthen your knowledge by providing hands-on learning in real-world scenarios.

2. 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.

3. Exercises

There is no limit to the number of times learners can attempt these. Exercises come with detailed remediation, which ensures that learners are confident on the topic before proceeding.



4. 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.

195

QUIZZES

5. 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.

100

FLASHCARDS

6. 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.

100

**GLOSSARY OF
TERMS**

7. 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.

8. 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.

9. 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.

10. 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

11. 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: HTML5 Essentials

- Introduction to HTML5 and CSS3
- Introduction to Web Development
- Mobile Websites vs. Mobile Apps

- App Development
- The Web Development Trifecta
- The Evolution of HTML5
- HTML5 Structural Elements
- HTML5 Semantic Elements
- Universal Markup Creation
- Validating HTML5 Code
- HTML5 Multimedia Elements
- HTML5 Graphics
- Navigation and Hyperlinks for Mobile Devices
- Images and Mobile Design
- Switching Images
- HTML5 APIs
- Optional Lab
- Lesson Summary

Chapter 2: Introduction to Cascading Style Sheets (CSS) Technology

- Cascading Style Sheets (CSS)

- Style Guides
- CSS and HTML
- CSS Terms and Syntax
- Applying CSS Styles
- The CSS Box Model
- Page Layout with CSS
- Designing Websites for Mobile Devices
- Optional Lab
- Lesson Summary

Chapter 3: Using CSS Version 3 (CSS3)

- Introduction to CSS3
- CSS3 Selectors and Properties
- CSS3 Background Properties
- CSS3 Border Properties
- CSS3 Font Properties
- CSS3 Text Effects
- Cross-Browser Compatibility

- Responsive Web Design
- Optional Lab
- Lesson Summary

Chapter 4: Using Advanced CSS3 Techniques

- Introduction to Advanced CSS3 Techniques
- CSS3 2D and 3D Transformations
- CSS3 Transitions
- CSS3 Animations
- CSS3 User Interfaces
- Creating Menus and Buttons with CSS3
- SASS
- Optional Lab
- Lesson Summary

Chapter 5: Introduction to JavaScript

- HTML5 and JavaScript
- Introduction to Scripting

- JavaScript Characteristics
- JavaScript vs. Other Languages
- Ways of Embedding JavaScript into HTML5 Documents
- JavaScript and Common Programming Concepts
- Objects, Properties and Methods
- Expressions and Operators
- Conditional Statements
- Arrays
- Loops
- Scope Isolation
- Iterators
- Regex
- Optional Lab
- Lesson Summary

Chapter 6: JavaScript Events, Functions and Methods

- User Events and JavaScript Event Handlers
- Introduction to JavaScript Functions

- Defining a Function
- Pre-defined Functions in JavaScript
- Calling a Function
- JavaScript Animations
- Methods as Functions
- Promises
- Modules
- Async/Await & Closures
- AJAX and JSON
- Errors In JavaScript
- Optional Lab
- Lesson Summary

Chapter 7: Using HTML5 APIs

- Introduction to HTML5 APIs
- Document Object Model (DOM)
- Common HTML5 APIs
- The Canvas API

- The Geolocation API
- The Drag-and-Drop API
- The File API
- The History API
- Introduction to AJAX
- Manipulating Data with jQuery
- Optional Lab
- Lesson Summary

Chapter 8: Developing HTML5 Forms

- Introduction to HTML5 Forms
- Cross-Browser Compatible HTML5 Forms
- HTML5 Form Input Types
- New Form Elements in HTML5
- HTML5 Global Attributes for Form Elements
- Optional Lab
- Lesson Summary

Chapter 9: Completing, Submitting and Validating User Input Forms

- Improving Forms with HTML5
- HTML5 Attributes for the <form> Element
- Submitting Forms with the <button> Element
- Concepts and Techniques for Validating User Input
- Validating User Input with HTML5 Attributes
- Validating User Input with JavaScript
- Optional Lab
- Lesson Summary

Chapter 10: Copyright, Ethics and Legal Considerations

- Copyright Laws in Coding, Really?
- Why Accessibility?
- Web Content Accessibility Guidelines (WCAG)
- Netiquette and Cultural Considerations
- Why Consider Global Laws?
- Security Standards
- How Does Ethics Affect Coding?
- Optional Lab

- Lesson Summary

Chapter 11: Appendix A: CIW Advanced HTML5 And CSS3 Specialist Objectives and Locations

Chapter 12: Appendix B: Web Developer Resources

Chapter 13: Appendix C: Works Consulted

Videos and How To

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

9

VIDEOS

24

MINUTES

12. Practice Test

Here's what you get

55

**PRE-ASSESSMENTS
QUESTIONS**

3

FULL LENGTH TESTS

115

**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.

13. 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

HTML5 Essentials

- Creating a Basic HTML Page
- Using the <aside> and <hr> Tags
- Structuring and Validating a Webpage
- Embedding a Video with the HTML5 <video> Element

Introduction to Cascading Style Sheets (CSS) Technology

- Creating an Internal Style Sheet
- Implementing Inline Styles
- Creating an External Style Sheet in HTML
- Supporting Legacy Browsers
- Using CSS Imports
- Formatting Text with CSS
- Using CSS IDs
- Implementing a Class in HTML
- Modifying Elements Using CSS margins, borders, and padding
- Laying Out a Page's Structure Using CSS
- Positioning Images Relative to Text Using CSS
- Modifying a Site for Mobile Users

Using CSS Version 3 (CSS3)

- Using CSS3 Selectors
- Adding CSS3 Background Properties
- Creating Buttons and Shadows Using CSS3 Border Properties
- Using CSS3 Fonts and Text Effects
- Using the CSS3 text-overflow and word-wrap Properties

Using Advanced CSS3 Techniques

- Creating 2D and 3D Transformations with CSS3
- Using CSS3 Transitions
- Creating CSS3 Animations
- Animating a Text Box Using CSS3
- Using the CSS3 resize Property
- Creating a CSS Menu

Introduction to JavaScript

- Using the JavaScript's alert() Method
- Using the JavaScript's prompt() Method
- Using the JavaScript's document.write() Method
- Using the JavaScript's navigator Object
- Using Operators in JavaScript
- Using the switch Statement in HTML
- Using the if Statement in HTML
- Using the if-else Statement in HTML
- Using the while Loop in HTML
- Using the for Loop in HTML

JavaScript Events, Functions and Methods

- Using JavaScript Event Handlers
- Using Functions, Arguments, and Return Values in JavaScript
- Creating a User-Defined Function in JavaScript
- Creating an External JavaScript File
- Calling a Function from within Another Function in JavaScript
- Calling Functions and Using their Arguments
- Using the setInterval Method in Animations in HTML
- Using the setTimeout Method in Animations in HTML
- Using the parseFloat() Conversion Function in JavaScript
- Transmitting and Parsing Complex Objects in HTML

Using HTML5 APIs

- Animating an Image in HTML

- Manipulating a Canvas in HTML
- Using the HTML5 Canvas API
- Using the Drag-and-Drop Functionality of HTML5
- Using the HTML5 File API to List and Read Files
- Sending and Receiving Data in HTML
- Retrieving and Manipulating Data Using jQuery

Developing HTML5 Forms

- Using New HTML5 Input Types
- Using the search Input Type
- Using the <textarea> Element with the placeholder Attribute
- Using the HTML5 <datalist> Element
- Using the <fieldset> and <legend> Elements

Completing, Submitting and Validating User Input Forms

- Using the HTML5 autofocus Attribute with the <input> Element
- Using the HTML5 autocomplete Attribute with the <form> Element
- Loading and Saving Files in HTML
- Using the <button> Element to Submit Forms
- Using the HTML5 formtarget Attribute
- Using the HTML5 pattern Attribute
- Using the pattern Attribute with HTML Input Types
- Using the HTML5 required Attribute

Here's what you get

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LIVE LABS

66

VIDEO TUTORIALS

01:15

HOURS

14. 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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