Admissions & Support: support@mockattempt.com
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Course Code: WEBD • **Updated:** 01 Nov 2026
https://mockattempt.com/courses/web-designing-training

WEBD • WEB DESIGNING & FRONTEND UI | **BEGINNER TO JOB-READY WEB DESIGNER & UI ENGINEER**

100% LIVE INDUSTRY EXPERT COHORT + INTERNSHIP LETTER

Web Designing Training

Master modern Web Designing from Semantic HTML5, Accessible Forms & Canvas to CSS3 Flexbox, Grid, Responsive Media Queries, Keyframe Animations & Interactive ES6+ JavaScript DOM/Fetch — with runnable code, 10×50 MCQ Mock Tests per topic, and Spoken Voice + Gemini AI Interviews at ₹1,999.

Duration: 15–17 Weeks • Live + Hands-On Projects (214 Hrs) • **Modules:** 16 • **Live Topics:** 54 • **Labs & Tasks:** 108 • **Mocks / AI Vivas:** 396 / 396 • **Projects:** 16 Module + 1 Live Client Prod

Fixed Non-Negotiable Tuition Fee: Base Fee **₹1,999** + 18% GST (₹360) = **Total Incl. GST: ₹2,359**

Live Batch Tracks: Weekday Live Online Batch (Mon – Fri) (Monday to Friday (5 Live Interactive Classes / Week) • 1.5 Hours / Day (60 Mins Live Architecture & Coding + 30 Mins Hands-On Lab) • 18–20 Weeks Fast-Track) | Weekend Intensive Live Online Batch (Sat – Sun) (Saturday & Sunday (Designed for Working Professionals & College Students) • 3.0 Hours / Day (2 Hrs Deep-Dive Live Coding + 1 Hr Guided Project Build) • 20–22 Weeks Weekend Track)

Core Technologies & Engineering Stack: HTML5 Semantics • CSS3 Box Model • Flexbox & CSS Grid • Responsive @media • CSS Animations • JavaScript ES6+ • DOM & Fetch API

1. PROGRAM MASTERY OUTCOMES & ELIGIBILITY

End-to-End Engineering Outcomes:

1. Craft semantic, SEO-friendly, WCAG-accessible HTML5 layouts, forms, tables, media, Canvas, and Web Storage apps
2. Engineer pixel-accurate responsive interfaces using CSS3 Specificity, Box Model, Flexbox, CSS Grid, Media Queries, and GPU Animations
3. Build interactive user experiences with ES6+ JavaScript, Closures, Array pipelines, DOM Event Delegation, Form Validation, and Async Fetch APIs
4. Practice 360 Timed Mock Exams (18,000 HTML/CSS/JS MCQs) and 360 Spoken Voice + Gemini AI Technical Interviews
5. Semantic, accessible HTML5 landmarks (`WCAG 2.1 AA`), keyboard navigation, and technical SEO metadata.
6. Fluid responsive layouts with CSS Grid, Flexbox, custom properties (design tokens), and mobile-first breakpoints.
7. Modern Vanilla ES2024+ JavaScript: DOM state architecture, `async/await` Fetch APIs, debouncing, and event delegation.
8. Core Web Vitals optimization: CLS-free image sizing, lazy loading, asset minification, and Lighthouse 95+ audits.

Eligibility & Prerequisites: Zero prior coding or design experience required — starts from your very first HTML5 webpage • Works on any laptop/PC with Chrome/Edge DevTools and VS Code • No prior Web Designing industry experience required — Module 1 starts from environment setup, core mental models, and plain-English fundamentals. • Basic computer & internet familiarity on a Windows, macOS, or Linux laptop (8 GB+ RAM recommended for smooth live coding labs). • Ideal for B.Tech / BCA / MCA / B.Sc IT students, non-CS beginners, career switchers, and working developers upgrading to 2026 production standards. • Commitment to attend live Weekday or Weekend classes, complete daily hands-on lab checklists, and practice topic-wise Mock Tests & AI Interviews.

2. DETAILED MODULE & TOPIC-WISE SYLLABUS (16 MODULES • 54 LIVE TOPICS)

MODULE 1 OF 16 • 11 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 1: HTML5 Document Architecture, Building Blocks, Attributes & Typography

Master Standards Mode (<!DOCTYPE html>), DOM tree hierarchy, global/ARIA attributes, viewport meta configuration, and accessible heading structures.

Objectives: ✓ Configure W3C-valid HTML5 documents with UTF-8 & responsive viewport meta • ✓ Distinguish block-level vs inline elements cleanly • ✓ Structure SEO-grade heading hierarchies (h1–h6) without skipping levels

1.1 What is HTML5 — Standards Mode, <!DOCTYPE html> & Browser DOM Parsing [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply What is HTML5 — Standards Mode, <!DOCTYPE html> & Browser DOM Parsing in real Web Designing systems — specifically: How browsers tokenize HTML5 ma...

1.2 HTML Building Blocks — Tags, Elements, Block vs Inline & Void Elements [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Building Blocks — Tags, Elements, Block vs Inline & Void Elements in real Web Designing systems — specifically: Opening/closing tags, nested...

1.3 HTML Global Attributes, Boolean Attributes, Custom `data-*` & ARIA [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Global Attributes, Boolean Attributes, Custom `data-*` & ARIA in real Web Designing systems — specifically: id uniqueness vs reusable class t...

1.4 HTML Headings (`<h1>`-`<h6>`), Paragraphs & Accessible Document Outlines [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Headings (`<h1>`-`<h6>`), Paragraphs & Accessible Document Outlines in real Web Designing systems — specifically: Semantic heading hierarchy...

Module 1 Hands-On Capstone Project (100 Marks): SEO-Optimized Personal Developer & Course Portfolio Landing Page (Pure HTML5) — Architect a complete, valid HTML5 developer portfolio document featuring proper OpenGraph/meta head tags, single H1 hierarchy, skip-to-content accessibility link, structured project sections...

MODULE 2 OF 16 • 12 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 2: HTML Hyperlinks, Responsive Images, Accessible Data Tables & Lists

Build secure navigation anchors, CLS-free lazy-loaded responsive images (<picture>/srcset), WCAG-accessible data tables, and structured navigation lists.

Objectives: ✓ Secure external target="_blank" links with rel="noopener noreferrer" • ✓ Eliminate Cumulative Layout Shift (CLS) using width, height, srcset, and loading="lazy" • ✓ Build accessible comparison tables using <thead>, <th scope="col">, and <caption>

2.1 HTML Anchor (`<a>`) — Navigation, Fragment Links, `download` & `rel="noopener"` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Anchor (`<a>`) — Navigation, Fragment Links, `download` & `rel="noopener"` in real Web Designing systems — specifically: Absolute vs relative...

2.2 HTML Responsive Images (`<img>`, `<picture>`, `srcset`), `alt` & Core Web Vitals (CLS/LCP) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Responsive Images (`<img>`, `<picture>`, `srcset`), `alt` & Core Web Vitals (CLS/LCP) in real Web Designing systems — specifically: Intrinsic...

2.3 HTML Accessible Data Tables — `<thead>`, `<th scope>`, `colspan` & `<caption>` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Accessible Data Tables — `<thead>`, `<th scope>`, `colspan` & `<caption>` in real Web Designing systems — specifically: Semantic tabular data...

2.4 HTML Ordered (`<ol>`), Unordered (`<ul>`) & Description Lists (`<dl>`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML Ordered (`<ol>`), Unordered (`<ul>`) & Description Lists (`<dl>`) in real Web Designing systems — specifically: Semantic bulleted navigation...

Module 2 Hands-On Capstone Project (100 Marks): Course Comparison Matrix, Media Gallery & Multi-Section Navigation Page — Create a rich Academy Course Catalog & Comparison page featuring an accessible Jump-Link Navbar, responsive `<picture>` WebP course banners with zero layout shift, and a full `<table aria-de...

MODULE 3 OF 16 • 13 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 3: HTML5 Semantic Landmarks, Accessible Forms, `<canvas>` Graphics & Web Storage

Replace div-soup with semantic landmarks, engineer accessible HTML5 validated forms, draw 2D graphics on `<canvas>`, and persist client state in `localStorage`.

Objectives: ✓ Map page regions cleanly using <header>, <nav>, <main>, <article>, <aside>, and <footer> • ✓ Pair every form control with an explicit <label for="..."> and native constraint validation • ✓ Persist structured JSON preferences safely via localStorage and sessionStorage

3.1 HTML5 Semantic Landmarks (`<header>`, `<nav>`, `<main>`, `<article>`, `<section>`, `<footer>`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML5 Semantic Landmarks (`<header>`, `<nav>`, `<main>`, `<article>`, `<section>`, `<footer>`) in real Web Designing systems — specifically: Elimi...

3.2 HTML5 Forms, Input Types, `<label>` Accessibility & Constraint Validation [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML5 Forms, Input Types, `<label>` Accessibility & Constraint Validation in real Web Designing systems — specifically: GET vs POST, <label for>,...

3.3 HTML5 `<canvas>` 2D Drawing API vs Scalable Vector Graphics (`<svg>`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML5 `<canvas>` 2D Drawing API vs Scalable Vector Graphics (`<svg>`) in real Web Designing systems — specifically: Immediate-mode raster pixel dr...

3.4 HTML5 Web Storage (`localStorage` vs `sessionStorage`) & Security Rules [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply HTML5 Web Storage (`localStorage` vs `sessionStorage`) & Security Rules in real Web Designing systems — specifically: Origin-scoped ~5MB key-value...

Module 3 Hands-On Capstone Project (100 Marks): Interactive Admission Lead Form, Signature Canvas & Persistent Draft Saver — Build an accessible Course Enrollment & Lead Inquiry Portal in HTML5 + vanilla JS that validates email/phone/batch inputs natively, lets candidates sketch or preview a badge on `<canvas>`, a...

MODULE 4 OF 16 • 13 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 4: CSS3 Foundations, Specificity Cascade, Box Model & Visual Surfaces

Master CSS cascade layers, exact specificity calculation, `box-sizing: border-box`, margin collapse rules, CSS Custom Properties (`--var`), gradients, and shadows.

Objectives: ✓ Calculate CSS selector specificity `(inline, ID, class, element)` accurately • ✓ Eliminate horizontal scrollbars globally with `*, *::before, *::after { box-sizing: border-box }` • ✓ Design cohesive color tokens, gradients, and layered elevation shadows

4.1 What is CSS3 — Cascade Order, External Stylesheets & CSS Custom Properties (`var()`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply What is CSS3 — Cascade Order, External Stylesheets & CSS Custom Properties (`var()`) in real Web Designing systems — specifically: External `<link...

4.2 CSS Selectors, Combinators (`>`, `+`, `~`) & Specificity Calculation `(ID, Class, Tag)` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Selectors, Combinators (`>`, `+`, `~`) & Specificity Calculation `(ID, Class, Tag)` in real Web Designing systems — specifically: Class, ID, a...

4.3 CSS Box Model — `box-sizing: border-box`, Padding, Border & Margin Collapsing [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Box Model — `box-sizing: border-box`, Padding, Border & Margin Collapsing in real Web Designing systems — specifically: Content, padding, bord...

4.4 CSS Backgrounds, Linear/Radial Gradients, `backdrop-filter` & Elevation Shadows [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Backgrounds, Linear/Radial Gradients, `backdrop-filter` & Elevation Shadows in real Web Designing systems — specifically: `background-size: co...

Module 4 Hands-On Capstone Project (100 Marks): Design-Token Pricing Card & Glassmorphism Hero Component System — Design a reusable CSS3 Design-Token Component Sheet featuring CSS Custom Properties (`:root` light/dark theme tokens), `border-box` Course Cards with gradient badges, accessible contrast rat...

MODULE 5 OF 16 • 13 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 5: CSS Display Modes, Positioning, Stacking Contexts (`z-index`) & Pseudo-Selectors

Control document flow with `display`, anchor sticky headers and modal overlays with `position`, debug `z-index` stacking contexts, and craft interactive `:focus-visible` states.

Objectives: ✓ Contrast display: none, visibility: hidden, and opacity: 0 for layout & screen readers • ✓ Anchor tooltips, badges, and sticky headers using relative/absolute/sticky positioning • ✓ Debug z-index bugs caused by new stacking contexts (transform/opacity)

5.1 CSS `display` Property — `block`, `inline`, `inline-block`, `none` vs `visibility: hidden` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS `display` Property — `block`, `inline`, `inline-block`, `none` vs `visibility: hidden` in real Web Designing systems — specifically: Normal fl...

5.2 CSS Positioning — `static`, `relative`, `absolute`, `fixed` & `sticky` Mechanics [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Positioning — `static`, `relative`, `absolute`, `fixed` & `sticky` Mechanics in real Web Designing systems — specifically: Containing blocks,...

5.3 CSS `z-index` & Stacking Contexts (`isolation: isolate`, `transform`, `opacity`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS `z-index` & Stacking Contexts (`isolation: isolate`, `transform`, `opacity`) in real Web Designing systems — specifically: Why `z-index` ignor...

5.4 CSS Pseudo-Classes (`:hover`, `:focus-visible`, `:nth-child`) & Pseudo-Elements (`::before`, `::after`) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Pseudo-Classes (`:hover`, `:focus-visible`, `:nth-child`) & Pseudo-Elements (`::before`, `::after`) in real Web Designing systems — specifical...

Module 5 Hands-On Capstone Project (100 Marks): Sticky Glass Navbar, Notification Badge, Accessible Tooltip & Modal Overlay Kit — Build an interactive UI Chrome Kit featuring a `position: sticky` top navigation bar, corner notification count badge (`::after` / `absolute`), keyboard-accessible `:focus-visible` button st...

MODULE 6 OF 16 • 15 LIVE + LAB HOURS • 4 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 6: Responsive Web Design — CSS Flexbox, CSS Grid, Media Queries & GPU Animations

Build fluid 1D & 2D responsive layouts with Flexbox and CSS Grid (`auto-fit`/`minmax`), mobile-first `@media` + `clamp()`, and 60fps GPU `@keyframes` motion.

Objectives: ✓ Align 1D navigation bars and cards with Flexbox (`justify-content`, `align-items`, `gap`, `flex: 1`) • ✓ Build responsive 2D Bento dashboards with `grid-template-columns: repeat(auto-fit, minmax(260px, 1fr))` • ✓ Animate `transform` & `opacity` at 60fps while respecting `prefers-reduced-motion`

6.1 CSS Flexbox — Main vs Cross Axis, `justify-content`, `align-items`, `gap` & `flex` Shorthand [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Flexbox — Main vs Cross Axis, `justify-content`, `align-items`, `gap` & `flex` Shorthand in real Web Designing systems — specifically: 1D flex...

6.2 CSS Grid Layout — `fr` Units, `minmax()`, `auto-fit` vs `auto-fill` & Named Grid Areas [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Grid Layout — `fr` Units, `minmax()`, `auto-fit` vs `auto-fill` & Named Grid Areas in real Web Designing systems — specifically: 2D rows-and-c...

6.3 Responsive `@media` Queries, Mobile-First Breakpoints, Container Queries & Fluid `clamp()` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply Responsive `@media` Queries, Mobile-First Breakpoints, Container Queries & Fluid `clamp()` in real Web Designing systems — specifically: Mobile-fi...

6.4 CSS Transitions, 2D/3D Transforms & 60fps GPU `@keyframes` Animations [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply CSS Transitions, 2D/3D Transforms & 60fps GPU `@keyframes` Animations in real Web Designing systems — specifically: `transition` timing functions,...

Module 6 Hands-On Capstone Project (100 Marks): Responsive SaaS Bento Dashboard, Fluid Pricing Grid & Animated Hero Showcase — Design and code a mobile-first (360px -> 768px -> 1440px) SaaS Academy Landing Page combining a Flexbox Navbar, a 2D CSS Grid Bento Feature Showcase (`auto-fit`/`minmax`), fluid `clamp()` ty...

MODULE 7 OF 16 • 13 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 7: JavaScript Foundations, Block Scoping (`let`/`const`), Data Types & Operators

Understand `<script defer>`, V8 execution contexts, `var` vs `let`/`const` Temporal Dead Zone (TDZ), strict equality (`===`), optional chaining (`?.`), and nullish coalescing (`??`).

Objectives: ✓ Load non-blocking scripts cleanly via <script src="app.js" defer> • ✓ Prevent hoisting & loop bugs using const/let instead of var • ✓ Avoid coercion bugs using ===, ?., and ??

7.1 Features of Modern JavaScript (ES6+), `<script defer>` vs `async` & V8 Engine Basics [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply Features of Modern JavaScript (ES6+), `<script defer>` vs `async` & V8 Engine Basics in real Web Designing systems — specifically: JIT-compiled dy...

7.2 JavaScript `var` vs `let` vs `const` — Block Scope, Hoisting & Temporal Dead Zone (TDZ) [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript `var` vs `let` vs `const` — Block Scope, Hoisting & Temporal Dead Zone (TDZ) in real Web Designing systems — specifically: Function-sco...

7.3 JavaScript Data Types, `typeof` Quirks, `===` vs `==`, Optional Chaining (`?.`) & `??` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Data Types, `typeof` Quirks, `===` vs `==`, Optional Chaining (`?.`) & `??` in real Web Designing systems — specifically: 7 primitives...

Module 7 Hands-On Capstone Project (100 Marks): Interactive Course Fee, GST, EMI & Scholarship Calculator Widget — Build an interactive real-time Course Fee & EMI Calculator in HTML5 + CSS3 + ES6 JavaScript supporting coupon codes, 18% GST breakdown, 3/6/12-month EMI computation, and `Intl.NumberFormat("...

MODULE 8 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 8: JavaScript Functions, Arrow Lexical `this`, Closures & Array Functional Pipelines

Master arrow functions vs lexical `this`, private stateful closures (debounce/throttle), and immutable `map`/`filter`/`reduce` data transformations.

Objectives: ✓ Know exactly when to use Arrow Functions vs regular method `this` bindings • ✓ Implement lexical closures for encapsulation, memoization, and UI `debounce()` • ✓ Chain immutable `.filter()`, `.map()`, `.reduce()`, and `.toSorted()` cleanly

8.1 JavaScript Arrow Functions (`=>`), Lexical `this`, Rest/Spread (`...`) & Destructuring [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Arrow Functions (`=>`), Lexical `this`, Rest/Spread (`...`) & Destructuring in real Web Designing systems — specifically: Concise impli...

8.2 JavaScript Closures, Lexical Environment, Private State & `debounce()` / `once()` Patterns [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Closures, Lexical Environment, Private State & `debounce()` / `once()` Patterns in real Web Designing systems — specifically: How inner...

8.3 JavaScript Array Methods — `map`, `filter`, `reduce`, `find`, `some`/`every` & Immutability [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Array Methods — `map`, `filter`, `reduce`, `find`, `some`/`every` & Immutability in real Web Designing systems — specifically: Non-muta...

Module 8 Hands-On Capstone Project (100 Marks): Live Debounced Course Search, Multi-Tag Filter & Cart Totalizer Engine — Build an interactive Course Catalog Filter & Mini-Cart engine using a closure-backed `debounce(fn, 250)` search bar, immutable `.filter()`/`.map()` card rendering, and `.reduce()` dynamic su...

MODULE 9 OF 16 • 13 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 9: Browser DOM Manipulation, Event Bubbling/Delegation & Secure Form Validation

Manipulate the live DOM safely (`textContent` vs XSS-prone `innerHTML`), scale dynamic UIs with single-listener Event Delegation, and validate forms with accessible ARIA feedback.

Objectives: ✓ Prevent Cross-Site Scripting (XSS) by preferring textContent/createElement over raw innerHTML • ✓ Handle 1,000+ dynamic list items with 1 delegated parent addEventListener + event.target.closest() • ✓ Distinguish event.preventDefault() vs event.stopPropagation() and validate forms cleanly

9.1 JavaScript DOM Manipulation — `querySelector`, `classList`, `DocumentFragment` & XSS Defense [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript DOM Manipulation — `querySelector`, `classList`, `DocumentFragment` & XSS Defense in real Web Designing systems — specifically: Selecti...

9.2 DOM Events — `addEventListener`, Capturing vs Bubbling, Event Delegation & `preventDefault()` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply DOM Events — `addEventListener`, Capturing vs Bubbling, Event Delegation & `preventDefault()` in real Web Designing systems — specifically: 3-phas...

9.3 JavaScript Client-Side Form Validation, `FormData`, `setCustomValidity` & `aria-live` UX [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Client-Side Form Validation, `FormData`, `setCustomValidity` & `aria-live` UX in real Web Designing systems — specifically: Interceptin...

Module 9 Hands-On Capstone Project (100 Marks): Interactive Kanban Study Task Board with Event Delegation & Validated Modal Form — Build an interactive browser Study Task & Module Tracker using `DocumentFragment` batch rendering, a single delegated `click` listener (`e.target.closest("[data-action]")`) for Complete/Dele...

MODULE 10 OF 16 • 13 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Module 10: Asynchronous JavaScript — Promises, `async`/`await` & REST `fetch()` API Integration

Master Microtask Promise states, `Promise.all` vs `Promise.allSettled`, clean `async`/`await` error boundaries, and resilient `fetch()` REST API UI states (Loading, Empty, Error, AbortController).

Objectives: ✓ Understand Pending -> Fulfilled / Rejected Promise lifecycles and microtask priority • ✓ Run independent async calls concurrently with `await Promise.all([...])` instead of slow sequential waterfalls • ✓ Handle HTTP 404/500 statuses (`if (!res.ok)`) and cancel stale requests via `AbortController`

10.1 JavaScript Promises — Lifecycle States, Microtask Queue, `Promise.all` & `Promise.allSettled` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript Promises — Lifecycle States, Microtask Queue, `Promise.all` & `Promise.allSettled` in real Web Designing systems — specifically: Elimin...

10.2 JavaScript `async` & `await` — Sequential Waterfall Trap vs Parallel Concurrency & `try/catch` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript `async` & `await` — Sequential Waterfall Trap vs Parallel Concurrency & `try/catch` in real Web Designing systems — specifically: How `...

10.3 JavaScript `fetch()` REST API — `response.ok` Trap, JSON Headers, CORS & `AbortController` [50 mins • Assignment (100M) • Hands-On Lab (50M) • 10 Mock Sets • 10 AI Vivas]

Purpose: To understand and apply JavaScript `fetch()` REST API — `response.ok` Trap, JSON Headers, CORS & `AbortController` in real Web Designing systems — specifically: GET/POST...

Module 10 Hands-On Capstone Project (100 Marks): Live Course Explorer & Certificate Verifier SPA with `fetch()`, Skeletons & `AbortController` — Build a responsive Single-Page Web Application in HTML5 + CSS3 Grid + ES2024 `async`/`await` `fetch()` that loads live JSON data, renders shimmer loading skeletons, cancels superseded search...

MODULE 11 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Advanced CSS Architecture: Design Tokens, Container Queries & Motion

Production-grade Web Designing Training engineering module covering Advanced CSS Architecture: Design Tokens, Container Queries & Motion with hands-on labs and capstone build.

Objectives: ✓ CSS Custom Properties, Fluid clamp() Scales & Dark/Light Themes — Purpose: Maintain pixel-consistent spacing, typography, and dark mode across 50+ storefront pages. • ✓ @container Queries, CSS Subgrid & Modern :has() Selectors — Purpose: Build modular product and booking cards that adapt to any sidebar or grid slot cleanly. • ✓ GPU-Accelerated 60fps Transitions & prefers-reduced-motion — Purpose: Create polished micro-interactions without layout thrashing or motion discomfort.

11.1 CSS Custom Properties, Fluid clamp() Scales & Dark/Light Themes [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply CSS Custom Properties, Fluid clamp() Scales & Dark/Light Themes in real Web Designing systems — specifically: Maintain pixel-consistent spacing, t...

11.2 @container Queries, CSS Subgrid & Modern :has() Selectors [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply @container Queries, CSS Subgrid & Modern :has() Selectors in real Web Designing systems — specifically: Build modular product and booking cards th...

11.3 GPU-Accelerated 60fps Transitions & prefers-reduced-motion [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply GPU-Accelerated 60fps Transitions & prefers-reduced-motion in real Web Designing systems — specifically: Create polished micro-interactions withou...

Module 11 Hands-On Capstone Project (100 Marks): Multi-Brand Design Token System & Responsive Component Kit — Design, implement, test, and document 'Multi-Brand Design Token System & Responsive Component Kit' applying every production concept from Module 11 (Advanced CSS Architecture: Design Tokens,...

MODULE 12 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Async ES2024 JavaScript: Fetch API, AbortController & Web Storage

Production-grade Web Designing Training engineering module covering Async ES2024 JavaScript: Fetch API, AbortController & Web Storage with hands-on labs and capstone build.

Objectives: ✓ Async/Await Fetch Pipelines, HTTP Error Handling & Retry Backoff — Purpose: Connect HTML/CSS interfaces to live REST APIs with skeleton loaders and clean error states. • ✓ Debounced Search Autocomplete & AbortController Race Cancellation — Purpose: Prevent stale slow network responses from overwriting newer search results. • ✓ LocalStorage, SessionStorage, History API & FormData Validation — Purpose: Persist shopping carts across refreshes and validate multi-step forms in real time.

12.1 Async/Await Fetch Pipelines, HTTP Error Handling & Retry Backoff [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Async/Await Fetch Pipelines, HTTP Error Handling & Retry Backoff in real Web Designing systems — specifically: Connect HTML/CSS interfaces to live...

12.2 Debounced Search Autocomplete & AbortController Race Cancellation [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Debounced Search Autocomplete & AbortController Race Cancellation in real Web Designing systems — specifically: Prevent stale slow network respons...

12.3 LocalStorage, SessionStorage, History API & FormData Validation [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply LocalStorage, SessionStorage, History API & FormData Validation in real Web Designing systems — specifically: Persist shopping carts across refres...

Module 12 Hands-On Capstone Project (100 Marks): Live Search, Cart Sync & Offline-Resilient Checkout UI — Design, implement, test, and document 'Live Search, Cart Sync & Offline-Resilient Checkout UI' applying every production concept from Module 12 (Async ES2024 JavaScript: Fetch API, AbortCont...

MODULE 13 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

WCAG 2.2 Web Accessibility, Keyboard Navigation & Technical SEO

Production-grade Web Designing Training engineering module covering WCAG 2.2 Web Accessibility, Keyboard Navigation & Technical SEO with hands-on labs and capstone build.

Objectives: ✓ Keyboard Focus Management, ARIA Live Regions & Contrast Ratios — Purpose: Ensure screen-reader and keyboard-only customers can browse and purchase effortlessly. • ✓ Semantic Meta Tags, OpenGraph Cards, JSON-LD Schema & Sitemaps — Purpose: Win rich Google search snippets and high-converting WhatsApp/LinkedIn link previews. • ✓ Cross-Browser DevTools Auditing (Mobile Throttling & Layout Inspector) — Purpose: Eliminate overflow scrollbars and touch-target bugs across iOS Safari and Android Chrome.

13.1 Keyboard Focus Management, ARIA Live Regions & Contrast Ratios [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Keyboard Focus Management, ARIA Live Regions & Contrast Ratios in real Web Designing systems — specifically: Ensure screen-reader and keyboard-onl...

13.2 Semantic Meta Tags, OpenGraph Cards, JSON-LD Schema & Sitemaps [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Semantic Meta Tags, OpenGraph Cards, JSON-LD Schema & Sitemaps in real Web Designing systems — specifically: Win rich Google search snippets and h...

13.3 Cross-Browser DevTools Auditing (Mobile Throttling & Layout Inspector) [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Cross-Browser DevTools Auditing (Mobile Throttling & Layout Inspector) in real Web Designing systems — specifically: Eliminate overflow scrollbars...

Module 13 Hands-On Capstone Project (100 Marks): 98+ Lighthouse Accessible & SEO-Optimized Business Portal — Design, implement, test, and document '98+ Lighthouse Accessible & SEO-Optimized Business Portal' applying every production concept from Module 13 (WCAG 2.2 Web Accessibility, Keyboard Navig...

MODULE 14 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Core Web Vitals Optimization, Vite Asset Bundling & Live CDN Deploy

Production-grade Web Designing Training engineering module covering Core Web Vitals Optimization, Vite Asset Bundling & Live CDN Deploy with hands-on labs and capstone build.

Objectives: ✓ Responsive <picture>, AVIF/WebP Compression & Lazy Loading — Purpose: Cut page weight by 75% so mobile 4G visitors see hero content in under 1.5 seconds. • ✓ Font Loading (font-display: swap), Critical CSS & CLS Zeroing — Purpose: Stop text flashes and layout shifts that hurt conversions and Core Web Vitals scores. • ✓ Vite Bundling, Asset Fingerprinting, Security Headers & HTTPS Launch — Purpose: Deploy cache-busted, minified production web builds to live custom domains.

14.1 Responsive <picture>, AVIF/WebP Compression & Lazy Loading [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Responsive <picture>, AVIF/WebP Compression & Lazy Loading in real Web Designing systems — specifically: Cut page weight by 75% so mobile 4G visit...

14.2 Font Loading (font-display: swap), Critical CSS & CLS Zeroing [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Font Loading (font-display: swap), Critical CSS & CLS Zeroing in real Web Designing systems — specifically: Stop text flashes and layout shifts th...

14.3 Vite Bundling, Asset Fingerprinting, Security Headers & HTTPS Launch [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Vite Bundling, Asset Fingerprinting, Security Headers & HTTPS Launch in real Web Designing systems — specifically: Deploy cache-busted, minified p...

Module 14 Hands-On Capstone Project (100 Marks): Sub-1.5s High-Conversion Storefront Deployed on HTTPS CDN — Design, implement, test, and document 'Sub-1.5s High-Conversion Storefront Deployed on HTTPS CDN' applying every production concept from Module 14 (Core Web Vitals Optimization, Vite Asset B...

MODULE 15 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Design Tokens, WCAG 2.2 Accessibility & Modern CSS Container Queries

Self-explanatory list-and-bullet production mastery module covering Design Tokens, WCAG 2.2 Accessibility & Modern CSS Container Queries in Web Designing Training, paired with hands-on labs, capstone repository, Topic Mock Tests, and Spoken Gemini AI Viva.

Objectives: ✓ CSS Custom Properties (Design Tokens), Fluid clamp() Typography & Container Queries — Purpose: Build modular UI components that adapt cleanly to any card width, viewport, and brand theme. • ✓ WCAG 2.2 AA Accessibility: Semantic Landmarks, Focus Traps & ARIA Live Regions — Purpose: Ensure

keyboard users and screen readers can navigate forms, modals, and menus effortlessly. • ✓ Progressive Enhancement, Form Validation UX & Client Storage Security — Purpose: Deliver resilient forms with instant accessible error feedback and XSS-safe DOM updates. • ✓ Build, verify, and document 'Accessible Component System with CSS Variables, Container Queries & Keyboard Nav' with clean Git commits and edge-case protection. • ✓ Clear 100% of Topic Timed Mock Tests and Spoken Voice + Google Gemini AI Technical Interviews.

15.1 CSS Custom Properties (Design Tokens), Fluid clamp() Typography & Container Queries [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply CSS Custom Properties (Design Tokens), Fluid clamp() Typography & Container Queries in real Web Designing systems — specifically: Build modular UI...

15.2 WCAG 2.2 AA Accessibility: Semantic Landmarks, Focus Traps & ARIA Live Regions [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply WCAG 2.2 AA Accessibility: Semantic Landmarks, Focus Traps & ARIA Live Regions in real Web Designing systems — specifically: Ensure keyboard users...

15.3 Progressive Enhancement, Form Validation UX & Client Storage Security [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Progressive Enhancement, Form Validation UX & Client Storage Security in real Web Designing systems — specifically: Deliver resilient forms with i...

Module 15 Hands-On Capstone Project (100 Marks): Accessible Component System with CSS Variables, Container Queries & Keyboard Nav — Architect, implement, test, and document 'Accessible Component System with CSS Variables, Container Queries & Keyboard Nav' applying every bullet-wise engineering concept from Module 15 (Des...

MODULE 16 OF 16 • 14 LIVE + LAB HOURS • 3 TOPICS • 1 CAPSTONE PROJECT (100 MARKS)

Core Web Vitals (LCP, INP, CLS), Asset Optimization & Frontend Deployment

Self-explanatory list-and-bullet production mastery module covering Core Web Vitals (LCP, INP, CLS), Asset Optimization & Frontend Deployment in Web Designing Training, paired with hands-on labs, capstone repository, Topic Mock Tests, and Spoken Gemini AI Viva.

Objectives: ✓ Optimizing Largest Contentful Paint (LCP), Interaction to Next Paint (INP) & Zero CLS — Purpose: Eliminate layout jumps, sluggish button clicks, and render-blocking CSS/JS on mobile networks. • ✓ Responsive AVIF/WebP Images, Lazy Loading, Font Subsetting & Caching Headers — Purpose: Cut page payload weight dramatically while keeping visuals razor-sharp on retina screens. • ✓ Technical SEO Metadata, Cross-Browser QA & Live HTTPS Storefront Launch — Purpose: Ship search-engine-ready, cross-device verified websites with OpenGraph and JSON-LD schemas. • ✓ Build, verify, and document '98+ Lighthouse Production Storefront Audit & Zero-CLS Asset Pipeline' with clean Git commits and edge-case protection. • ✓ Clear 100% of Topic Timed Mock Tests and Spoken Voice + Google Gemini AI Technical Interviews.

16.1 Optimizing Largest Contentful Paint (LCP), Interaction to Next Paint (INP) & Zero CLS [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Optimizing Largest Contentful Paint (LCP), Interaction to Next Paint (INP) & Zero CLS in real Web Designing systems — specifically: Eliminate layo...

16.2 Responsive AVIF/WebP Images, Lazy Loading, Font Subsetting & Caching Headers [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Responsive AVIF/WebP Images, Lazy Loading, Font Subsetting & Caching Headers in real Web Designing systems — specifically: Cut page payload weight...

16.3 Technical SEO Metadata, Cross-Browser QA & Live HTTPS Storefront Launch [65 mins • Assignment (100M) • Hands-On Lab (50M) • 2 Mock Sets • 2 AI Vivas]

Purpose: To understand and apply Technical SEO Metadata, Cross-Browser QA & Live HTTPS Storefront Launch in real Web Designing systems — specifically: Ship search-engine-ready, cr...

Module 16 Hands-On Capstone Project (100 Marks): 98+ Lighthouse Production Storefront Audit & Zero-CLS Asset Pipeline — Architect, implement, test, and document '98+ Lighthouse Production Storefront Audit & Zero-CLS Asset Pipeline' applying every bullet-wise engineering concept from Module 16 (Core Web Vitals...

3. LIVE CLIENT PRODUCTION PROJECT, GLOBAL CERTIFICATIONS & CAREER SCOPE

End-of-Course Live Client Production Project + Official Internship Confirmation Letter

Project: OmniStore High-Conversion Responsive E-Commerce & Interactive Booking Storefront • **Confirmed Role:** Frontend Web Designing & JavaScript Engineering Intern

Domain & Production Infra: D2C Retail & Hospitality Client Production Web Launch (Semantic HTML5 + Modern CSS3 Grid/Flexbox + ES2024 JS + CDN HTTPS Edge)

- Crafted pixel-accurate, WCAG-accessible responsive layouts using semantic HTML5, CSS Grid, Flexbox, and custom variables.
- Programmed interactive cart state, dynamic product filtering, form validation, and REST API integration in vanilla ES6+ JavaScript.

- Achieved 95+ Google Lighthouse Performance, Accessibility, and Technical SEO scores on mobile and desktop.
- Shipped asset-minified storefront builds to live HTTPS production domain for real client user traffic.

Aligned Global Vendor Certifications: **META-FE** (Meta Certified Front-End & React Developer Credential) • **CLF-C02** (AWS Certified Cloud Practitioner)

Target Job Roles: Frontend Web Developer, UI / Responsive Web Designer, HTML5/CSS3/JavaScript Developer, Junior Web Application Engineer

Realistic Annual CTC Scope: **Fresher / Entry-Level (0–1 Yr):** ₹3.8 LPA – ₹7.2 LPA **Mid-Level UI / Frontend Engineer (1–3 Yrs):** ₹7.5 LPA – ₹14.5 LPA **Senior Frontend / Full-Stack Lead (3–6+ Yrs):** ₹15.0 LPA – ₹30.0+ LPA

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