

वेबगुरुकुल

शर्व हिताय शिक्षा

Webgurukul Course

*“Take One step towards
IT profession with us”*

OUR COURSES



Web Designing



Web Development



Graphics Designing



Programming Language



Internship Program



CMS & Framework

1. Web Designing Course

1. HTML 5

- **Introduction**

- > W3C and W3C Member
- > HTML Basics
- > What is Web

- **HTML Basic**

- > Introduction
- > Parts in HTML document
- > Editors
- > Basic
- > Elements
- > Attributes
- > Heading
- > Paragraphs
- > Formatting
- > Links
- > Head
- > CSS
- > Images
- > Table
- > JavaScript
- > HTML XHTML
- > HTML4 Drawbacks

- **HTML5 Intro**

- > HTML5 History
- > New features & groups
- > Backward Compatibility
- > Why HTML5
- > Powers of HTML5
- > Common terms in HTML5

- **HTML5 Syntax**

- > The DOCTYPE
- > Character Encoding

- **Obsolete Elements/
Deprecated Elements**

- > <acronym>
- > <applet>
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- **HTML5 New Elements**

- > New Semantic/Structural Elements
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 - > What is Canvas ?
 - > Create a Canvas
 - > Canvas Coordinates
 - > Canvas - Paths
 - > Canvas - Text
 - > Canvas - Gradients
 - > Canvas - Images
- **HTML5 SVG**
 - > What is SVG?
 - > SVG Advantages
 - > Difference between SVG and Canvas
 - > Comparison of Canvas and SVG
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 - > Introduction
 - > Make an Element Draggable
 - > What to Drag? Where to Drop
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 - > Introduction
 - > Locate the User's Positions
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 - > The `getCurrentPosition()`
 - > Geolocation object
- **TML5 Video**
 - > Introduction
 - > Video on the Web
 - > How It Works?
 - > Video Formats and Browser Support
 - > HTML5 Video Tags

- **HTML5 Audio**

- > Introduction
- > Audio on the Web
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- **HTML5 Input Types**

- > Introduction
- > color
- > date
- > datetime
- > datetime-local
- > email
- > month
- > number
- > range
- > search
- > tel
- > time
- > url
- > week

- **HTML5 Form Elements**

- > <datalist>
- > <keygen>
- > <Output>

- **HTML5 Form Attributes**

- > New attributes for <form> & <input> New attributes for <form>

- > autocomplete
- > no validate

- **New attributes for <input>**

- > autocomplete
- > autofocus
- > form, formaction
- > formenctype, formmethod
- > formnovalidate
- > formtarget
- > height and width
- > list, min and max
- > multiple
- > pattern (regexp)
- > placeholder
- > required, step

- **HTML 5 Semantics**

- > Introduction
- > What are Semantic Elements?
- > Non-semantic elements: <div> &
- Semantic elements: <form>, <table>, &
- > New Semantic Elements in HTML5
- > <header>
- > <nav>
- > <section>
- > <article>
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- > <figcaption>
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- > <footer>

- **HTML 5 Media**

- > New Media Elements
- > <audio>
- > <video>
- > <embed>
- > <source>
- > <track>

- **HTML 5 Multimedia**

- > What is Multimedia
- > Browser Support
- > Multimedia Formats
- > Video Formats
- > Sound Formats

- **HTML 5 - MathML**

- > Introduction
- > Using MathML character
- > Matrix Presentation
- > Math Formulas

- **HTML 5 Web Workers**

- > What is Web Worker ?
- > Check Web Worker support
- > Create a WebWorker file
- > Terminate a Web Worker

2. **CSS3**

- **CSS 1.0 and 2.0**

- > CSS Basics
- > CSS Introduction
- > CSS Syntax, CSS Id & Class
- > CSS Styling, Styling Backgrounds
- > Styling Text, Styling Fonts
- > Styling Links, Styling Lists
- > Styling Tables
- > CSS Border

- **CSS3**

- > Introduction
- > CSS3 Modules
- > Selectors
- > Box Models
- > Backgrounds & Borders
- > Text & Effects
- > 2D/3D Transformations
- > Animations
- > Multiple Column Element
- > User Interface

- **Borders**

- > border-radius
- > box-shadow
- > border-image

- **CSS3 Text-effects**

- > text-shadow
- > word-wrap

- **CSS3 Fonts**
 - > @font-face rule
 - > font-stretch
 - > font-weight
 - **CSS3 Backgrounds**
 - > background-size
 - > background-image
 - **CSS3 2D Transforms**
 - > How does it work?
 - > Browser Support
 - > 2D Transform
 - > translate()
 - > rotate()
 - > scale()
 - > skew()
 - > matrix()
 - **Class 3D Transform**
 - > rotateX()
 - > rotateY()
 - **CSS3 Multiple Columns**
 - > column-count
 - > column-gap
 - > column-rule
 - **CSS3 User Interface**
 - > resize
 - > box-sizing
 - > outline-offset
 - **CSS3 Transition**
 - > How does it work?
 - > transition-property
 - > transition-duration
 - > transition-delay
 - **CSS3 Animation**
 - > CSS3 @keyframes Rule
 - > Browser Support
 - > Animation, animation-duration
- ### 3. Bootstrap
- **Customize Bootstrap**
 - **Comprehend the Carousel**
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 - **Comprehend the Modal**
 - **Comprehend the Bootstrap file structure**
 - **Comprehend the default grid system**
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- Comprehend the Navbar, Breadcrumbs, Pagination, Labels & Badges
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- Comprehend the media Objects, Typography & Tables
- Comprehend the Forms
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4. JavaScript

- Introduction to JS
- String Method
- String to Array
- Math Object
- JavaScript Validation
- JavaScript Output
- Extracting String characters
- Variable to Numbers
- JavaScript Slider

5. JQuery

- JQuery CSS
- JQuery Effect
- JQuery Selector
- JQuery DOM Manipulation
- JQuery JSON
- JQuery Validation
- JQuery Event Handling
- JQuery Slider
- JQuery AJAX

6. Photoshop

- **Introduction**

- > About Photoshop CS6
- > Navigating Photoshop
- > Menus and Panels
- > Understanding Workspace
- > Opening new files
- > Opening existing files

- **Exploring the tool box**

- > Working with all selection tools
- > Basic Painting tools
- > All photo editing tools
- > Exploring basic of pen tool
- > How to shapes using Shape tool
- > Creating text with text tool

- **Layers**

- > Background layer
- > Basic tasks with layers
- > Locking and merging layers
- > Filling and grouping layers
- > Intro to blending modes
- > Blending modes, Opacity & Fill
- > Creating and modifying text

- **Working with images**

- > Resizing & Cropping Image
- > Basic editing in Image
- > Locking and merging layers
- > How to make GIF

- > Basic adjustment in images
- > Removing background of images
- > Saving images in various format

- **Masks and Quick Masks**

- > Exploring mask options & Work
- > Creating Clipping Mask
- > Creating Layer mask
- > Text masking using layer
- > Removing background

- **Creating logo in Photoshop**

- > Types of logos
- > Creating logos with shape
- > Creating logos with pen tool
- > text logos using text styling
- > Styling logos with layer styling

- **Main menu options**

- > Exploring File, Edit Options
- > Understanding Image, Layer & Type Options
- > Getting started with Select & Filter options

- **Template designing**
 - > Introduction to template layout
 - > Working with template wireframe
 - > Starting with section header, Slider, body, Footer
 - > Section typography, Icons, Styling
 - > Giving effects and text adjustments
 - > Grouping layers
- **Saving Work**
 - > Saving with different file formats
 - > Saving for Web & Devices

7. Responsive Web designing

- Introduction to RWD
- History of RWD
- Difference between RWD and AWD
 - > Fluid Grid
 - > Flexible images
 - > Dynamic Content
 - > Media Query
- Viewport Configuration
- Device Radio
- Design Approaches
- Practical

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6. Ajax

- Ajax Basics
 - > Purpose of AJAX
 - > XMLHttpRequest Object
 - > Callback function
- Passing Data
 - > XML
 - > Dynamic Tables
 - > JSON
 - > Review of object literal
 - > Arrays
 - > Back to JSON
 - > JSON Parser
 - > JSON Advantages & Disadvantages

- **AJAX Applications**
 - > Login Form
 - > AJAX Slideshow
- **XSLT**
 - > Basic XSLT
 - > XSLT in browser
 - > The Mozilla method
 - > The IE method/span>
 - > XSLT in browser
 - > Advantages & Disadvantages
- **AJAX / JS Framework**
 - > Purpose of framework
 - > Choosing a framework
 - > Prototype
- **AJAX Applications**
 - > Inline Editing
 - > Contenteditable attribute
 - > Autologout

7. PHP

- **Introduction to PHP**
 - > Introduction
 - > Installation
 - > Syntax Overview
- **Variables in PHP**
 - > Variables Type
- **Constants**
 - > Constants in PHP
- **Operators**
 - > Operators in PHP
- **Decision Making**
 - > If Statement
 - > If Else
 - > Else-if
 - > Switch
- **PHP Loop**
 - > For Loop
 - > While Loop
 - > Do While Loop
 - > For each
- **PHP Arrays**
 - > Numeric Arrays
 - > Associative Arrays
 - > Multidimensional Arrays
- **PHP Strings**
- **PHP-WEB Concepts**
- **PHP Get & Post**
- **PHP File Inclusion**
- **PHP Files I/O**
- **PHP Functions**
- **PHP Cookies & Sessions**
- **PHP Email**
- **PHP File upload**
- **PHP & Mysql**
 - > Connection
 - > MYSqL Example

- **PHP Form Example**
 - > Introduction
 - > Validation Example
 - > Complete Scope
- **PHP Login Example**
 - > Login Example
 - > PHP-MySql login Example
- **OOPS in PHP**
 - > PHP Classes
 - > Objects in PHP
 - > Member function
 - > Constructor & Destructors
 - > Functions Overriding
 - > Access Specifies
- **PHP Ajax Example**

8. MySQL

- **Introduction about MySQLi**
 - > Introduction
 - > Installation
 - > MySQLi Administration
- **MySQLi PHP Syntax**
- **MySQLi PHP Connection**
- **MySQLi Database**
 - > Create DB
 - > Drop DB
 - > Select DB

- **MySQLi Datatypes**
- **MySQLi DDL**
 - > Create
 - > Alter
 - > Drop
- **MySQLi DML**
 - > Select
 - > Insert
 - > Update
 - > Delete
- **MySQLi Where Clause**
- **MySQLi Like Clause**
- **MySQLi Sorting**
- **Handling Null Values**
- **MySQLi Transactions**
- **MySQLi Alter Statement**
- **MySQLi Indexes**
- **MySQLi Temporary & Clone Values**
- **MySQLi Using Sequences**



3. Graphics Design

1. Advanced Photoshop

- **Advanced Navigational Features**

- > Working with hidden tools
- > Exploring advance menu options
- > Exploring advance menu options
- > Use of channels

- **Adding special Filter effects**

- > The power of Smart Filters
- > Using Camera Raw as a Smart Filter
- > Adding Layer Style effects
- > Adding interesting lighting effects
- > Adding sunlight effects
- > Creating a Depth of Field effect
- > Adding text effects
- > Create Background pattern

- **Creating Animations and video editing**

- > Timeline Interface
- > Image,Text,Layer Animation
- > Speed Animation
- > Create Gif Animation
- > Video Animation
- > Cut, Split, Add Video
- > Video Layer Effects
- > Video Render

- **Creation of mock-up using smart object**

- > Understanding smart object
- > Creating shape for any devices

- > Applying smart object in mock-up
- > Customizing mock-up

- **Branding designs creation**

- > Designing different types of logos
- > Visiting card designing
- > Working with brochure, letter head, banner, flyer etc.

- **Advanced image re-touching and painting**

- > Content Painting
- > Retouching an image
- > Using an advanced adjustment layer
- > Removing portion from images
- > Adding effects in image
- > Organizing Layers panel with color

- **Designing bootstrap grid web template**

- > Getting started with bootstrap grid
- > Working with column and gutter space
- > Designing sections with effects
- > Responsive design for mobile and tablet.

- **Creating Mobile app Designs**

- > Understanding size, typography, layout of mobile
- > Working different sections
- > Saving in different formats

2. Illustrator

- **Intro to Adobe Illustrator**

- > What is Adobe Illustrator?
- > Touring the Illustrator interface
- > Exploring the Illustrator's Tools panel
- > Creating new documents
- > Modifying and saving your doc.
- > Setting up your Illustrator preferences

- **Exploring the Toolbox**

- > Working with all Selection tools
- > Basic Painting tools
- > Working with Artboards
- > Drawing and Editing Shapes using shape tool
- > Creating text with Text tool

- **Working with Layers and Artboard**

- > Exploring the Layers panel
- > Creating and editing layers
- > Working with sublayers
- > Hiding, locking, & deleting layers
- > Targeting objects inside the Layers panel
- > Exploring the artboard panel
- > Creating, Modifying artboard

- **Drawing and transforming shapes**

- > Understanding vector path

- > Drawing all type of shapes
- > Moving and duplicating objects
- > Using isolation mode to edit grouped artwork
- > Scaling, Rotating and reflecting objects

- **Creating Complex Shapes**

- > Creating compound paths & shapes
- > Working with the Pathfinder panel
- > Using the Illustrator Brush tools
- > Using the Eraser tool
- > Creating artwork with the Shape Builder tool

- **Using Raster Graphics in Illustrator**

- > Placing linked images into Illustrator
- > Working with the Links panel
- > Embedding images into your Illustrator documents
- > Using clipping masks
- > Using the Image Trace panel
- > Converting pixels into paths

- **Creating designing work**

- > Creating different logos
- > Tracing Artworks
- > Working with print media: Visiting card, brochure etc.
- > Creating icons, Illustration and info-graphics
- > Color combinations and gradients

- **Printing and Exporting Artwork**

- > Printing your artwork
- > Saving files for print using PDF
- > Exporting web assets from Illustrator
- > Saving in legacy formats

वेबगुरुकुल

4. Programming Language

1. C Programming

• Introduction to “ C ” Language

- > Data Types
- > Indentation
- > The ‘WHILE’ loop
- > The ‘FOR’ loop
- > Nested Loop Statements
- > The “BREAK“ & “CONTINUE” Statements
- > Bitwise Operators

• Functions

- > Introduction to Functions
- > Need for Functions
- > Standard & User Defined Functions
- > How to Create our own header file
- > Difference between Source file & exe file
- > How to create exe file
- > Storage classes
- > Pass by value & Pass by Reference
- > Return by value & Return by address
- > Recursive Functions

• Pointers

- > Memory Concepts
- > Pointer to variable
- > Pointers to Pointers
- > Pointers with Operations

• Arrays

- > Introduction to Arrays
- > Need for Arrays

- > Arrays with Pointers
- > Arrays with Functions
- > Types of Arrays
- > One dimensional Arrays
- > Two dimensional Arrays
- > Multi dimensional Arrays

• Strings

- > Char Pointers
- > Char Array (String)
- > Declaring & initializing string Variables
- > String with pointers
- > String with Functions
- > Creation of Our own string.h
- > Array of strings
- > #define (preprocessing work)

• Structure,Unions,Enum and typedef

- > Enum and typedef
- > Introduction to Structures
- > Defining Structures
- > Struct with pointers,arrays,string & Function
- > Arrays ,string as Structures Members
- > Containership
- > Union,Difference between Structure & Union

- **Graphics Programming**

- > In text mode
- > In graphics mode

- **File Operations**

- > Introduction to files
- > Types of files
- > File pointers
- > Opening and closing Files
- > Modifying & deleting files
- > Creating database with file operation
- > Command line Arguments

- **Dynamic memory allocation (DS)**

- > Purpose of dynamic memory allocation
- > Malloc , calloc ,realloc and free
- > Sorting
- > Recursion
- > Lists
- > Single linked lists
- > Double linked lists
- > Circular linked lists
- > Stacks
- > Queues
- > Adding 2 lists
- > Inserting a node in required position
- > Deleting a node from required position

2. C++ Programming

- **Graduating to C++ (Beginning)**

- > Oops
- > Function Prototypes
- > Comments
- > Typecasting
- > Void Pointers
- > The :: operator
- > The Const Qualifier
- > Reference variables

- **Functions**

- > Function Prototypes
- > Function Overloading
- > Default Arguments in Functions
- > Call by value, address & reference
- > Return by value, by address & By reference
- > Inline Functions

- **Classes in C++**

- > Member function
- > Function Definition Outside The Class
- > Classes and Constructors
- > Destructors
- > Copy Constructor
- > The this Pointer
- > New and delete Operators
- > Using new and delete
- > Malloc () / free () versus new/delete
- > Classes, Objects and Memory
- > Structures vs. Classes

- **Miscellaneous Class Issues**

- > Static Class Data
- > Static Member Functions
- > Data Conversion
- > Friend functions & friend Classes
- > Data Conversion between Objects of Different Classes

- **Overloading operators**

- > Introduction
- > Overloading assignment operator
- > Overloading ++, --, +, -, *, /, <, > & Logical operators
- > Overloading operators between different objects
- > Overloading << and >> (stream operators)

- **Inheritance**

- > Constructors in Inheritance
- > Private Inheritance
- > Protected Inheritance
- > Functions That Are Not inherited
- > Virtual Function
- > Pure virtual functions
- > Virtual Functions in Derived Classes
- > Virtual Functions and Constructors
- > Destructors and virtual Destructors
- > Virtual Base Classes
- > Abstract class
- > Abstract base class



- **Advanced Features**

- > Classes Within Classes
- > Friend Functions
- > Friend classes
- > Overloading << and >>.

- **Input / Output In C++ (File operations)**

- > Manipulators
- > File I/O with Streams
- > Opening and closing files
- > Creating database with file Operation
- > Binary I/O
- > Elementary Database Management
- > Interacting with
 - Text files (ex: .txt, .c, .cpp) / Non-text files
- > Creating database with file operation

- **New Advanced Features**

- > Templates
- > Function templates
- > Class templates
- > Exception handling
- > Namespaces
- > RTTI (Runtime type information)
- > STL (Standard Template library)
- > Dynamic cast operator
- > typeid operator
- > typeid class

- **Data Structures with C++**

- > Sorting
- > Recursion

- > Lists
- > Single linked lists
- > Double linked lists
- > Circular linked lists
- > Traversing of linked lists
- > Stacks
- > Queues
- > Adding 2 lists
- > Inserting a node in required position
- > Deleting a node from required position

5. Internship Program

1. 15 Days Internship Program

- HTML5
- CSS3
- One Template Designing
- Introduction to PHP
- Introduction to MySQL
- Introduction to CRUD operation

2. 30 Days Internship Program

- HTML5
- CSS3
- Template Designing
- Introduction to PHP
- Introduction to MySQL
- Introduction to CRUD operation
- Two Template Design
- One Mini Project

3. 45 Days Internship Program

- HTML5
- CSS3
- Template Designing
- Introduction to PHP
- Introduction to MySQL
- Introduction to CRUD operation
- PHP project flow Implementation
- Introduction to JavaScript, JQuery & AJAX
- Two Template Design
- One Mini Project with Validations

4. 90 Days Internship Program

- HTML5
- CSS3
- Responsive web designing
- Basic Photoshop
- Template Designing

- Bootstrap
- PHP
- MYSQL
- Introduction to CRUD, Sessions & Cookie
- JavaScript, JQuery and AJAX
- Introduction to CRUD operation
- 3-4 Templates
- One Mini Project with Validations
- One Practice Project

1. Cake PHP

- **Getting Started**
 - > Installation
 - > Configuration
 - > Routing
 - > Request & Response Object
 - > Middleware
 - > Controllers
 - > View
 - > Database Access & ORM
- **Using Cake php**
 - > Using CakePHP
 - > Authentication
 - > Bake Console
 - > Caching
 - > Console Tools, Shells & Tasks
 - > Debugging
 - > Deployment
 - > Email
 - > Error & Exception Handling
 - > Events System
 - > Internationalization & Localization
 - > Logging
 - > Model-less Forms
 - > Pagination
 - > Plugins
 - > REST
 - > Security
 - > Sessions
 - > Testing
 - > Validation

2. Wordpress

- **Getting Started with WordPress**
 - > Introduction of WordPress
 - > History of WordPress
 - > Why WordPress is preferred for Website Development?
- **How to setup WordPress**
 - > Technical Prerequisites before installing WordPress
 - > Step by step WordPress Setup
 - > Importance of every steps
- **Introduction to WordPress Dashboard**
 - > What is the difference between Page & Post?
 - > What is Categories?
 - > How to Create Post & Pages?
 - > How to create and assign Categories to the Posts?
 - > How to Create Menu in WordPress to link the pages?
- **Introduction about themes & Plugins in WordPress**
- **Folder and file structure in WordPress**

Features



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