



**Demand is more,
Supply is Less**

Now this turns to be a
part of **Our**
Success Story

- ✦ Syllabus that meet Industry demands
- ✦ Get Trained in technical and soft skills
- ✦ Live Projects Exposure
- ✦ Fast Track
- ✦ More than 500 IT client base
- ✦ Exclusive Placement Cell
- ✦ Weekend batches
- ✦ Tailor made curriculum

CEGONSOFT[™] PVT.LTD.,
...Innovation every moment

HTML

- Introduction
 - HTML Syntax
 - Elements, Tags, and Attributes
 - Common Attributes
 - The Basic Structure of an HTML Document
 - The Generalist Tags—Div and Span
- CSS Syntax
 - Rules, Selectors, Properties, Values
 - Applying CSS to HTML
- Text
 - Structuring Text
 - Basic Text Elements:
 - Paragraphs, Line Breaks, and Emphasis
 - Headings, Quotations
 - Abbreviations and Acronyms
 - Preformatted Text and Computer Code
 - Editorial Insertions and Deletions
 - Multilanguage and Bidirectional Text
 - Addresses
 - Styling Text
 - Fonts, Color, Size, Line Height & Bold and Italics, Upper and Lower Case
 - The Font Shorthand Property
 - Underline and Strikethrough
 - Letter and Word Spacing
 - Indenting & Horizontal Alignment
 - Vertical Alignment
 - More Text Styling Techniques
- Links
 - Anchor Elements and Hypertext References
 - Page Anchors
 - Link States:
 - Link, Visited, Hover, Focus, Active
 - Accessible Links
 - Tabbing, Access Keys, Link Titles
 - Pop-ups, Adjacent Links
 - Skipping Navigation
- Images
 - The img Element
 - Image Maps, Background Images
 - Image Replacement:
 - Providing Graphical Alternatives for Text
- Layout
 - The Box Model
 - Width and Height, Padding, Borders, Margin
 - The display Property
 - Positioning
 - Static, Relative, Absolute, Fixed
 - Floating
 - Sample Page Layouts
- Creating Columns, Adding a Page Header
 - Adding a Footer, Putting It All Together
- Lists
 - Structuring Lists,
 - Unordered and Ordered Lists
 - Definition Lists, Lists as Navigation
 - Presenting Lists
 - List Markers : Bullets, Numbers, and Images
 - Horizontal Lists
- Scripts & Objects
 - JavaScript and the DOM
 - The script Element, Event Attributes
 - Manipulating the DOM
 - Objects
- Tables
 - Basic Tables, Merging Cells, Captions

- Grouping Rows, Targeting Columns
- Accessibility Considerations with Tables
 - Summaries, Associating Headers to Cells
 - Associating Cells to Headers
- Presenting Tables
 - Border Collapsing
 - Speedier Tables:
 - The Fixed Layout Algorithm & Empty Cells
- Forms
 - Form Elements
 - Form Fields and Buttons:
 - input, textarea, select & The name Attribute
 - Putting Controls in Blocks, textarea, select
 - Fieldsets, Accessible Forms & Labels
 - Styling Form Fields
 - Borders, Fonts & Backgrounds
- Multiple Media
 - Screen-Readers & Mobile Devices
 - Print
 - A Sample Print Stylesheet
 - Applying Media-Specific CSS
 - The media Attribute
 - Separate or Cascading & @media
 - In Conclusion

CSS

Part 1

- Pseudo-classes
 - :active, :first, :first-child, :focus, :hover
 - :lang, :left, :link, :right, :visited.
- Pseudo-elements.
 - :after, :before, :first-letter, :first-line.
- At-rules .
 - @import, @media, @page.
- Properties.
 - background, background-attachment.
 - background-color, background-image .
 - background-position, background-repeat .
 - border, border-top, border-right,
 - border-bottom, border-left.
 - border-collapse, border-color,
 - border-top-color, border-right-color, .
 - border-bottom-color, border-left-color.
 - border-spacing, border-style,
 - border-top-style, border-right-style,
 - border-bottom-style, border-left-style,
 - border-width, border-top-width,
 - border-right-width, border-bottom-width,
 - border-left-width, bottom.

Part 2

- caption-side, clear, clip, color, content,
- counter-increment, counter-reset, cursor
- direction, display, empty-cells, float, font.
- font-family, font-size, font-style, font-variant.
- font-weight, height, left, letter-spacing
- line-height, list-style, list-style-image.
- list-style-position, list-style-type .
- margin, margin-top, margin-right,
- margin-bottom, margin-left.
- max-height, max-width, min-height.
- min-width, orphans, outline, outline-color
- outline-style, outline-width & overflow.
- padding, padding-top, padding-right,
- padding-bottom, padding-left.
- page-break-after, page-break-before .
- page-break-inside, position, quotes.

- right, table-layout, text-align, text-decoration .
- text-indent, text-transform, top, unicode-bidi .
- vertical-align, visibility, white-space.
- widows, width, word-spacing & z-index.

XML

- XML Schema Basics
 - The Purpose of XML Schema
 - The Power of XML Schema
 - A First Look & A Simple XML Schema
 - Validating an XML Instance Document
- Simple-Type Elements
 - Built-in Simple Types
 - 19 Primitive Data Types
 - Built-in Derived Data Types
 - Defining a Simple-type Element
 - User-derived Simple Types
 - Applying Facets & Controlling Length
 - Specifying Patterns & Working with Numbers
 - Enumerations & Whitespace-handling
 - Specifying Element Type Locally
 - Nonatomic Types : Lists & Unions
 - Declaring Global Simple-Type Elements
 - Global vs. Local Simple-Type Elements
 - Default Values, Fixed Values, Nil Values
- Complex-Type Elements
 - Content Models
 - xs:sequence, xs:all, & xs:choice
 - Complex Model Groups
 - Occurrence Constraints
 - Declaring Global Complex-Type Elements
 - Mixed Content
 - Defining Complex Types Globally
- Attributes
 - Empty Elements
 - Adding Attributes to Elements with
 - Complex Content & Simple Content
 - Restricting Attribute Values
 - Default and Fixed Values
 - Default Values & Fixed Values
 - Requiring Attributes
- Reusing Schema Components
 - Groups, Element & Attribute Groups
 - Extending Complex Types
- Workshop: Creating and reusing XML schemas
- Annotating XML Schemas
 - Annotating a Schema
 - Transforming an XML Schema
- Namespaces
 - Purpose of Namespaces
 - Target & Default Namespaces
 - Locally Declared Elements and Attributes
 - Qualified Locals
 - The XMLSchema-instance Namespace
 - Using Multiple Namespaces

Photoshop

- Photoshop's Environment
 - Raster and Vector Graphics, Environment Elements
 - Navigating in Photoshop
- Sizing Images
 - Image Size and Resolution, Cropping
- Selecting Image Areas
 - The Rectangular and Elliptical Marquee Tools
 - Tools : Lasso, Saving Selections, Magic Wand
 - Magnetic Lasso Tool & Modifying Selections
- Layers : Floating Versus Fixed Selections

- Undoing Previous Steps, Copying Selections
- Creating Layers, Transforming Layers
- Copying Layers between Images
- Arranging Layers, Saving Images in PSD Format
- Blending and Compositing : Defringing
- Opacity and Blending Modes & Feathering Edges
- Image Modes : Mode Characteristics
- Grayscale and Bitmap Modes & Color Modes
- Color and Painting : Selecting Colors
- Painting Tools & The Clone Stamp Tool
- Text, Layer Effects, and Filters : Type Layers
- Layer Effects, Filters
- Merging and Flattening Layers
- Adjusting Images : Brightness/Contrast
- Levels Adjustment Layers, Toning Tools
- Hue/Saturation

Part II

- Masking and Layers :
 - Editing Quick Masks and Alpha Channels
 - Layer Masks, Grayscale Masking
 - Clipping Groups
- Vector Paths : Vector Path Concepts
 - Creating Vector Paths, Editing Paths
 - Using Paths for Masking
- Swatches, Gradients, and Patterns :
 - Swatches, Gradients & Patterns
- Layer Types and Styles : Fill Layers
 - Drawing and Painting Shapes & Layer Styles
- Advanced Masking : The Background Eraser
- The Extract Command

Photoshop CS3

- Getting to Know the CS3 Work Area
 - Starting to Work in Cs3 & Using the Tools
 - Using the Tool Options Bar and Other Palettes
 - Undoing Actions & Customizing the Workspace
 - Using CS3 Help & Adobe Online Services
- Basic Photo Corrections in Cs3
 - Strategy for Retouching, Resolution & Image Size
 - Straightening and Cropping an Image
 - Making Automatic Adjustments
 - Manually Adjusting the Tonal Range
 - Removing a Color Cast
 - Replacing Colors in an Image
 - Adjusting Lightness with the Dodge Tool
 - Adjusting Saturation with the Sponge Tool
 - Applying the Unsharp Mask Filter
 - Comparing Automatic and Manual Results
 - Saving the Image for Four-color Printing
- Retouching and Repairing in Cs3
 - Repairing Areas with the Clone Stamp Tool
 - Using the Spot Healing Brush Tool
 - Using the Healing Brush and Patch Tools
 - Retouching on a Separate Layer
- Working with Selections in Cs3
 - About Selecting and Selection Tools
 - Using the Magic Wand with Other Selection Tools
 - Working with Oval and Circular Selections
 - Selecting with the Lasso Tools
 - Rotating a Selection
 - Cropping an Image and Erasing within a Selection
 - Making a Quick Selection
- Layer Basics in CS3 : About Layers
 - Using the Layers Palette & Rearranging Layers
 - Applying a Layer Style
 - Flattening and Saving Files
- Masks and Channels in CS3 :
 - Working with Masks and Channels

- Creating a Quick Mask & Editing a Quick Mask
- Saving a Selection as a Mask
- Viewing Channels & Adjusting Individual Channels
- Loading a Mask as a Selection
- Applying Filters to a Mask
- Applying Effects Using a Gradient Mask
- Resizing the Canvas
- Extracting the Paper Texture
- Moving Layers Between Documents
- Colorizing with an Adjustment Layer
- Grouping and Clipping Layers
- Applying a Mask from a Saved Selection
- Using Type as a Mask
- Correcting and Enhancing Digital Photographs
- About Camera Raw
- Processing Camera Raw Files
- Correcting Digital Photographs
- Editing Images with a Vanishing-Point Perspective
- Correcting Image Distortion
- Creating a PDF Portfolio
- Typographic Design in CS3 : About Type
 - Creating a Clipping Mask & Design Element
 - Using Interactive Formatting Controls
 - Warping Point & Designing a Paragraph of Type
 - Warping a Layer

Dream weaver

Part I

- Dreamweaver Basics : Internet Access and HTML
- The Dreamweaver Environment
- Editing an Existing Page
- Viewing HTML and Download Time
- Creating a Basic Web Page : Creating and Formatting Text
 - Saving and Titling Web Pages & Working with Images
- Designing a Web Site
 - Defining a Web Site & Working with the Site Window
 - Working with Templates
- Working with Text
 - Importing Text, HTML Text & Character Formatting
 - Paragraph Formatting & HTML Styles
- Working with Links : Links within a Site & Anchors
- Working with External Links
- Working with Images : Importing Images
 - Resizing Images & Using Images as Links
- Working with Tables : Creating Tables
 - Changing Table Layout & Formatting Text in Tables
 - Table Attributes & Using Tables for Layout
- Building a Site with Frames : Creating a Frameset
 - Web Pages in Framesets & Frame Link Destinations
- Uploading a Web Site : Checking the Site
- Uploading the Site

Part 2

- Libraries : Adding a Library Item
 - Placing a Library Item & Modifying a Library Item
- Style Sheets : Altering an Existing HTML Tag
 - Creating Classes & Applying Styles
 - Using the CSS Selector & Linking Style Sheets
 - Redefining Style Sheets, Rollovers & Behaviors
- Defining Head Elements : Meta Tags & Keywords
 - Description, Refresh & Editing Meta Tags
- Layers : Creating Layers
 - Using the Layers Palette & Layers and Behaviors
- Working with Timelines : Layer Movement
 - Basic Animation & Creating Dynamic Content
- Targeting : Testing Browser Compatibility
 - Converting Pages from Version 4 to 3
 - Browser Checking, Forms & Setting up forms
 - Adding form elements, Testing forms

Flash with AS 2.0

- Interface and Importing Graphics
 - Stage and Tools panel
 - Timeline, Properties panel, and Library
 - Navigating in Flash & Document properties
 - File types & Importing vector graphics
 - Importing raster graphics
 - Converting a bitmap to a vector graphic
- Drawing, Painting, and Using the Library
 - Viewing and modification tools
 - Drawing lines and painting fills
 - Creating text, Selecting and transforming objects
 - Creating colors and gradients
 - Advanced color techniques
 - Isolating objects & Grouping objects
 - Converting an object to a symbol
 - Creating a new symbol & Navigating the Library
 - Using symbols from the Library
- Creating Animations :
 - Frames and frame rate Animation speed
 - Keyframes & tweening Frame-by-frame animation
 - Previewing the animation & Onion Skin tools
 - Enhancing a frame-by-frame animation
 - Creating a motion tween
 - Motion tweening tips and techniques
 - multiple keyframes & Ease In and Ease Out
- Using Shape Tween and Timeline Effects
 - Making a shape tween
 - Shape tween tips and techniques
 - shape hints & tips techniques
 - Timeline effects
 - Modifying and editing Timeline effects
 - Creating a command & dynamic commands
- Using Sound and Layers : Sound basics
 - Sync settings
 - Modifying, Looping and coordinating sounds
 - Sound quality and file size
 - Export settings
 - Layer basics, Layer properties, Guide layers
 - Motion guide layers & Mask layers
- Adding Symbols and Buttons
 - Creating a movie clip & Movie clip behavior
 - Using movie clips
 - File size and download order & Making a button
 - Defining hit state, Managing file sizes
 - Animated, Sounds & Invisible buttons
- Action Script, Behaviors, and publishing
 - The Actions panel, Specifying action parameters
 - Frame and button actions, Movie clip actions
 - Using behaviors, Addressing movie clips
 - Publishing a movie & Adjusting templates
 - Using named anchor frames
 - Publishing Flash and HTML files
 - Publishing GIF, JPG, and PNG files
 - Using projectors and QuickTime
 - Exporting other media types

Flash CS3

- ActionScript Basics : Actions Panel
 - Introducing ActionScript 3.0 Elements
 - Controlling the Timeline & Controlling Movie Clips
 - What Is Dot Syntax? & Using Conditional Statements
 - What Is the URLRequest Class?
 - Using the navigateToURL Function
 - What Are Frame Labels, and Why Use Them?
 - Creating a Pop-Up Menu Using Frame Labels
 - What Is the Loader Class?
 - What Is addChild? &
 - Loading Movies Using the Loader Class

Working with Text : Understanding Text Field Types

- Creating, Modifying, and Formatting Text
- Working with Static Text and Device Fonts
- Using Small Type and Aliased Text
- Loading Text into Dynamic Text Fields
- Working with Dynamic Text and HTML
- Working with Input Text

Sound : Importing Sounds

- Compressing Sound
- Creating Background Sound with Sound Effects
- Modifying Sound Settings
- Adding Sounds Using ActionScript 3.0
- Controlling Sound with On/Off Buttons
- Setting Compression for Narration
- Synchronizing Sound to Narration Cues
- Controlling Animation and Sound with Stop and Play Buttons

Components and Forms

- What Are Components? & Working with Components
- Creating a Form & Configuring Components
- Modifying ActionScript 3.0 & Component Skins
- Using Adobe Flash Exchange

Video : Importing Video into Flash Cs3

- 2 VP6 and Sorenson Spark Video Compression
- Flash CS3 Professional Video Features
- Flash Video (FLV) & Importing Video
- Video with Stop and Play Actions
- Video by Targeting Frame Labels & Editing Video
- Flash Video Encoder

Publishing and Exporting What Types of CS3 Publish?

- Flash CS3 with HTML & Creating Projectors
- Modifying Projectors with FSCOMMANDS
- Knowing When to Publish and Export
- Exporting Image Files

- Learning More About the Publish Settings
- Saving Publishing Profiles & Optimizing Movies

Putting It All Together : Understanding the Big Picture

- Examining the Timeline & Managing Layers
- Organizing & Investigating the Library
- Movie Explorer
- What Is a Preloader? & Building a Preloader
- Printing from the Project File
- Setting Layout Options
- Printing from the Flash Player
- Creating Draggable Movies

Integration : Importing Vector Files

- Importing Fireworks Content
- Integrating with Dreamweaver Cs3
- Importing Illustrator Content
- Importing Photoshop Content
- Creating Accessible Content

Javascripts and DHTML

JavaScript Basics

- The Name "JavaScript" & HTML DOM
- JavaScript Syntax
 - Basic Rules, Dot Notation & Square Bracket Notation
- Where Is JavaScript Code Written?
- JavaScript Objects, Methods and Properties
 - Methods, Properties & The Implicit window Object
 - The getElementById() Method
- Event Handlers

Variables, Arrays and Operators

- JavaScript Variables
 - A Loosely-typed Language
 - Storing User-Entered Data
- Arrays
 - Associative Arrays & Array Properties and Methods
- JavaScript Operators

JavaScript Functions

- Built-in Functions
 - Number(object), String(object) & isNaN(object)
 - parseFloat() and parseInt()
- Built-in Functions vs. Methods
- User-defined Functions
 - Function Syntax & Passing Values to Functions
 - A Note on Variable Scope
 - Returning Values from Functions

Built-In JavaScript Objects

- String, Math, Date & typeof Operator

Conditionals and Loops

- Conditionals
 - if - else if - else Conditions & Switch / Case
- Loops : while Loop Syntax & do...while Loop Syntax
- for Loop Syntax & for...in Loop Syntax

JavaScript Form Validation : Accessing Form Data

- Basics of Form Validation
 - The this Object & Cleaner Validation
- Validating Radio Buttons & Validating Checkboxes
- Validating Select Menus
- Focus, Blur, and Change Events : Focus and Blur Change
- Validating Text areas

Working with Images :

- Image Rollovers
 - Backward Compatibility & An Image Rollover Function
- Preloading Images & Conclusion
- Regular Expressions : Getting Started
 - JavaScript's Regular Expression Methods
 - Flags & String Methods & Regular Expression Syntax
 - Start and End (^ \$)
 - Number of Occurrences (? + * {})
 - Common Characters (. \d \D \w \W \s \S)
 - Grouping ([]), Negation (^) & Sub patterns ([])
 - Alternatives (|) & Escape Character (\)
 - Back references
 - Form Validation with Regular Expressions
 - Cleaning Up Form Entries

Dynamic Forms

- Jump Menus : The options[] Array
 - The selected Index Property
 - Disabling Form Elements
- Interdependent Select Menus : Making the Code Modular
- Creating a JavaScript Timer & A Sample Quiz Tool

The User's Environment

- Why Know the User's Environment?

Dynamic HTML

- Introduction & Accessing and Modifying Styles
- Hiding and Showing Elements
- The innerHTML Property
- Manipulating Tables
- Dynamically Changing Dimensions
 - Creating a Timed Slider
- Positioning Elements Dynamically
 - Different Timed Slider & Changing the Z-Index

ADOBE FLEX

Application Basics : Introduction to Flex

- Getting Started & Working with Action script
- Layout and Containers
- Displaying forms and capturing user Input
- Validating User Inputs & Formatting Data
- Data grid, Lists and trees & List Customization
- Application Flow and Structure : Events
 - Application Navigation & Introduction to popup
 - Working with XML & Advanced reusability in flex
- Effects in Flex : Customizing the experience
 - Working with effects & Drag and drop
 - Charting, Debugging and testing
 - Wrapping up a project

Project 10 hrs

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