Basic information about the subject (independent of the cycle)

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| **Module name** | **Bootstrap, JavaScript and Angular in Practice** |
| Erasmus code |  |
| ISCED code |  |
| Language of instruction | English |
| Website |  |
| Prerequisites | None. Introductory course. |
| ECTS points hour equivalents | Contact hours (work with an academic teacher): 30 Total number of hours with an academic teacher: 60 Non-contact hours (students' own work): 120  Total number of ECTS points for the module: 6 ECTS |
| Educational outcomes verification methods | Coding exam |
| Description | Bootstrap is one of the most popular front-end frameworks for fast and intuitive web-development. It offers several sets of ready-made web-design solutions (typographies, forms, buttons, web-layouts, and many more), which greatly enhance both site’s visual aspects and user experience. Extensive layout customization, stellar browser support, and clean code make Bootstrap the tool of choice for a variety of web projects, ranging from simple websites to intricate single page applications.  Angular is an open-source JavaScript-based application framework created by Google. Its great flexibility and versatility have been universally acknowledged by programmers and users alike, due to it being founded upon the MVC (Model-View-Controller) software architecture pattern. Angular applications offer many useful techniques of data-binding, thus making it possible for a programmer to skip some of the strenuous architecture-designing tasks in favour of direct problem-solving. In a matter of hours, Angular can transform a lifeless static web-page into a responsive interaction-rich user-friendly environment. |
| Practice | None |