



XHTML: Architecture, Engineering and Applications

Length: Three days

Level: Intermediate - Advanced

DESCRIPTION

HTML has evolved to give rise to the XHTML Framework. This course takes a systematic approach towards building high-quality XHTML applications for mobile access, technical publishing, vector graphics, and the Web. Using UML diagrams, it will illustrate the life cycle (from analysis to implementation) of an XHTML application using "best practices" (patterns) that benefit both the engineer and the end-user. Special emphasis will be made towards accessibility, efficiency, usability, and manageability of XHTML applications.

OBJECTIVES

Upon completion of the course, participants will be able to:

- Identify the advantages of the XHTML Framework.
 - Identify the benefits of a transition to the XHTML Family.
 - Use basic syntax and semantics of XHTML and related markup languages in an XML environment.
 - Apply principles, techniques, tools, and methodologies of a systematic approach to building XHTML applications.
 - Apply XHTML to a variety of domains and present it to a broad range of devices.
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TOPICS

- HTML to XML Transition
 - XHTML from an XML Viewpoint
 - XHTML Software Universe
 - Interfacing XHTML with Other XML Vocabularies
 - Quality Assurance
 - XHTML for the Web Applications
 - XHTML for Technical Documentation
 - XHTML and Graphical Applications
 - XHTML for Mobile Applications
 - XHTML and Metadata
 - XHTML and Privacy
 - Application Design
 - XHTML and Interaction
 - Presentation of XHTML Documents
 - Authoring
 - Serving
 - Re-Engineering
 - XHTML of the Future
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AUDIENCE

- Application Specialists
 - Software Developers
 - Technical Writers
 - Technical Publishers
 - Web Content Developers
 - Web Administrators
 - Web Programmers
 - Web Managers
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PREREQUISITES

- Intermediate knowledge of HTML is required.
- Some familiarity with a programming language (such as Java, C++, or Perl) will be useful, though not required.