MindLeaders®

Technical Web Development Course List
March 2008

AJAX - L_AJAX
AJAX: 1 History and Revival of AJAX
AJAX: 2 Introducing JavaScript
AJAX: 3 The XMLHttpRequest Object
AJAX: 4 N-Tier and AJAX
AJAX: 5 Rich Internet Applications
AJAX: 6 CSS and the DOM
AJAX: 7 AJAX Frameworks
AJAX: 8 Understanding an AJAX Library
AJAX: 9 AJAX and Web Services
AJAX:10 Tagging with AJAX
AJAX:11 Cloning Google Suggest
AJAX:12 User Controls and AJAX.NET
AJAX:13 AJAX and Mapping
AJAX:14 AJAX and Web Parts
AJAX:15 AJAX and ASP.NET Security
AJAX:16 Performance
AJAX:17 Debugging Your Application
AJAX:18 AJAX and Site Testing
AJAX:19 AJAX Usability
AJAX:20 Atlas

CGI/Perl - CGP001
CGI/Perl: 1 Getting Familiar with Forms
CGI/Perl: 2 Building Programs
CGI/Perl: 3 Web Applications
CGI/Perl: 4 Interacting with Databases

CIW Foundations 1D0-510 - L_CIWF
CIW Foundations 1D0-510: 1 IT Job Roles
CIW Foundations 1D0-510: 2 Internet Access Infrastructure
CIW Foundations 1D0-510: 3 Web Browsers
CIW Foundations 1D0-510: 4 Electronic Mail
CIW Foundations 1D0-510: 5 Networking and Internet Services
CIW Foundations 1D0-510: 6 Communicating with Internet Technology
CIW Foundations 1D0-510: 7 Web Browser Customizations
CIW Foundations 1D0-510: 8 Internet Client Security Issues
CIW Foundations 1D0-510: 9 Web Search Engines
CIW Foundations 1D0-510:10 PIMs, File Transmissions, and Usage Issues
CIW Foundations 1D0-510:11 Project Management Concepts
CIW Foundations 1D0-510:12 Database Concepts
CIW Foundations 1D0-510:13 Web Page Creation
CIW Foundations 1D0-510:14 HTML and Graphics
CIW Foundations 1D0-510:15 Web Page Design and Color
CIW Foundations 1D0-510:16 HTML User-Input Forms
CIW Foundations 1D0-510:17 HTML Frames
CIW Foundations 1D0-510:18 XML and Server-Side Programming Languages
CIW Foundations 1D0-510:19 Web Site Navigation and Accessibility
CIW Foundations 1D0-510:20 Cascading Style Sheets (CSS)
CIW Foundations 1D0-510:21 Extensible Hypertext Markup Language (XHTML)
CIW Foundations 1D0-510:22 Web Technologies
CIW Foundations 1D0-510:23 GUI HTML-Editing Software
CIW Foundations 1D0-510:24 Web Site Performance Issues
CIW Foundations 1D0-510:25 Web Site Planning
CIW Foundations 1D0-510:26 Web Site Development and Maintenance
CIW Foundations 1D0-510:27 Oral Web Site Presentation

CIW Foundations 1D0-510:28 E-Commerce Technologies and Concepts
CIW Foundations 1D0-510:29 Database Connectivity
CIW Foundations 1D0-510:30 Service Providers
CIW Foundations 1D0-510:31 The End User Experience/Site Creativity
CIW Foundations 1D0-510:32 Copyright and Ethical Issues
CIW Foundations 1D0-510:33 Basic Data Communications
CIW Foundations 1D0-510:34 Networking Hardware
CIW Foundations 1D0-510:35 IP Addresses
CIW Foundations 1D0-510:36 Internet Servers
CIW Foundations 1D0-510:37 Client Performance Issues
CIW Foundations 1D0-510:38 Network-Aware System Maintenance
CIW Foundations 1D0-510:39 Network-Based Client Operating Systems
CIW Foundations 1D0-510:40 Wireless Networks
CIW Foundations 1D0-510:41 Managing IT Careers

CIW Security 1D0-470 - CIWSEC
CIW Security 1D0-470: 1 Security Fundamentals
CIW Security 1D0-470: 2 Attack Types and Encryption
CIW Security 1D0-470: 3 Protocol Layers and Security
CIW Security 1D0-470: 4 Firewalls
CIW Security 1D0-470: 5 Operating System Security
CIW Security 1D0-470: 6 Assessing and Reducing Risk
CIW Security 1D0-470: 7 Security Auditing
CIW Security 1D0-470: 8 Auditing and the Control Phase
CIW Security 1D0-470: 9 Attack Detection and Response
CIW Security 1D0-470:10 Auditing and Log Analysis

ColdFusion MX - CFUSMX
ColdFusion MX: 1 Introduction and Installation
ColdFusion MX: 2 Talking with the Database
ColdFusion MX: 3 Displaying Data
ColdFusion MX: 4 Programming and Application Framework
ColdFusion MX: 5 Custom Tags and Building Blocks
ColdFusion MX: 6 Using E-mail, Complex Data Types, and FTP
ColdFusion MX: 7 Securing, Debugging, and Improving Application Performance
ColdFusion MX: 8 Using Flash, Java, and XML
ColdFusion MX: 9 Integration and Understanding Fusebox and FLiP
ColdFusion MX:10 Functions, Tags, and Resources

Dreamweaver 8 - DW8DEL
Dreamweaver 8: 1 New Design Tools
Dreamweaver 8: 2 New Application Development Features

Dreamweaver MX 2004 - DW04MX
Dreamweaver MX 2004: 1 Interface and Web Page Creation Basics
Dreamweaver MX 2004: 2 Project Planning, Link Creation, and HTML Editing
Dreamweaver MX 2004: 3 Images, Image Maps, and Assets
Dreamweaver MX 2004: 4 Tables, Frames, and Framesets
Dreamweaver MX 2004: 5 Dynamic HTML
Dreamweaver MX 2004: 6 Advanced Behaviors and Forms
Dreamweaver MX 2004: 7 Uploading Projects and Working with Templates

Dreamweaver MX - DWEAMX
Dreamweaver MX: 1 Introduction
Dreamweaver MX: 2 Setting Up a Web Site
Dreamweaver MX: 3 Designing the Site
Dreamweaver MX: 4 Adding Graphics
Dreamweaver MX: 5 Tables
Dreamweaver MX: 6 Frames
Dreamweaver MX: 7 Styles and CSS
Dreamweaver MX: 8 Dynamic HTML
Dreamweaver MX: 9 Advanced DHTML
Dreamweaver MX:10 Multimedia Integration
Dreamweaver MX:11 Dynamic Web Sites

Dreamweaver MX:12 Forms and Interactivity

Dynamic HTML - DHT001
Dynamic HTML: 1 DHTML and Style Sheets
Dynamic HTML: 2 Using JavaScript
Dynamic HTML: 3 Objects and Events
Dynamic HTML: 4 Styles and Content
Dynamic HTML: 5 Data from Other Sources

Flash 8 - FL8DEL
Flash 8: 1 What's New to Basic
Flash 8: 2 What's New to Professional

Flash MX 2004 ActionScript 2.0 - AS20FL
Flash MX 2004 ActionScript 2.0: 1 Object-Oriented Programming
Flash MX 2004 ActionScript 2.0: 2 Properties and Methods
Flash MX 2004 ActionScript 2.0: 3 Implementing Inheritance and Interfaces
Flash MX 2004 ActionScript 2.0: 4 Inter-Object Communications
Flash MX 2004 ActionScript 2.0: 5 Building User Interface Components

Flash MX 2004 - FL04MX
Flash MX 2004: 1 Using the Interface and Importing Graphics
Flash MX 2004: 2 Drawing, Painting, and Using the Library
Flash MX 2004: 3 Creating Animation
Flash MX 2004: 4 Using Shape Tween and Timeline Effects
Flash MX 2004: 5 Using Sound and Layers
Flash MX 2004: 6 Adding Symbol and Buttons
Flash MX 2004: 7 ActionScrip, Behaviors, and Publishing

Flash MX ActionScript - ACTNSC
Flash MX ActionScript: 1 Getting Started
Flash MX ActionScript: 2 Directing and Managing Movies
Flash MX ActionScript: 3 Using Variables, Properties, and Functions
Flash MX ActionScript: 4 Creating Objects and Interactive Elements
Flash MX ActionScript: 5 Working with Text, Buttons, and Menus
Flash MX ActionScript: 6 Statements, Expressions, and Testing
Flash MX ActionScript: 7 Adding Advanced Features
Flash MX ActionScript: 8 Finishing Touches

Flash MX - FLMXSH
Flash MX: 1 Flash Overview
Flash MX: 2 Animation
Flash MX: 3 Text and Forms
Flash MX: 4 Coordinated Animations
Flash MX: 5 Sound and Music

FrontPage 2000 - FTPG2K
FrontPage 2000: 1 Creating Web Sites
FrontPage 2000: 2 Building Pages
FrontPage 2000: 3 Working with Images
FrontPage 2000: 4 Adding Spark to Your Site

GUI Design - GUILIB
GUI Design: 1 Planning an Interface
GUI Design: 2 Developing an Interface
GUI Design: 3 Designing Screen Elements

Java 1.2 - JVVLIB
Java 1.2: 1 Writing Java Programs
Java 1.2: 2 Java Programming Basics
Java 1.2: 3 Using Objects and Arrays
Java 1.2: 4 Creating Java Applets
Java 1.2: 5 Graphics and User Events
Java 1.2: 6 Putting Your Skills to Work

***Java 2 5.0 Programmer Certification 310-055- 055JAV**
*Java 2 5.0 Programmer Certification 310-055: 1 Overview
*Java 2 5.0 Programmer Certification 310-055: 2 Object-Oriented Concepts
*Java 2 5.0 Programmer Certification 310-055: 3 Java Core Packages
*Java 2 5.0 Programmer Certification 310-055: 4 Java AWT and JFC
*Java 2 5.0 Programmer Certification 310-055: 5 File Input/Output
*Java 2 5.0 Programmer Certification 310-055: 6 Object Serialization
*Java 2 5.0 Programmer Certification 310-055: 7 Threads, Exception Handling and Assertions
*Java 2 5.0 Programmer Certification 310-055: 8 Dates and Numbers
*Java 2 5.0 Programmer Certification 310-055: 9 Networking Java Applications
*Java 2 5.0 Programmer Certification 310-055:10 Generics and Collections
*Java 2 5.0 Programmer Certification 310-055:11 Database Connectivity Fundamentals
*Java 2 5.0 Programmer Certification 310-055:12 Key Topics and Features

Java 2 5.0 Programming - J250SE
Java 2 5.0 Programming: 1 Fundamentals
Java 2 5.0 Programming: 2 Introducing Data Types and Operators
Java 2 5.0 Programming: 3 Program Control Statements
Java 2 5.0 Programming: 4 Classes, Objects, and Methods
Java 2 5.0 Programming: 5 More Data Types and Operators
Java 2 5.0 Programming: 6 More Methods and Classes
Java 2 5.0 Programming: 7 Inheritance
Java 2 5.0 Programming: 8 Packages and Interfaces
Java 2 5.0 Programming: 9 Exception Handling
Java 2 5.0 Programming:10 Using I/O
Java 2 5.0 Programming:11 Multithread Programming
Java 2 5.0 Programming:12 Enumerations and Autoboxing
Java 2 5.0 Programming:13 Generics
Java 2 5.0 Programming:14 Applets and Events

Java 2 Enterprise Design - J51310
Java 2 Enterprise Design: 1 Enterprise Foundations
Java 2 Enterprise Design: 2 Modeling Components with JavaBeans
Java 2 Enterprise Design: 3 Enterprise Data and JDBC
Java 2 Enterprise Design: 4 Network and Web Communications
Java 2 Enterprise Design: 5 CORBA, RMI, and DCOM Communications
Java 2 Enterprise Design: 6 Naming, Directory, Trading, and Activation Services
Java 2 Enterprise Design: 7 Messaging and Transaction Services
Java 2 Enterprise Design: 8 Systems Assurance and Security
Java 2 Enterprise Design: 9 Java's Security Features
Java 2 Enterprise Design:10 Enterprise Web Enabling
Java 2 Enterprise Design:11 Java Servlets
Java 2 Enterprise Design:12 JavaServer Pages
Java 2 Enterprise Design:13 Enterprise Applications and Enterprise JavaBeans
Java 2 Enterprise Design:14 Advanced Enterprise JavaBeans and Application Integration

Java 2 Programmer Certification 310-035 - J25310
Java 2 Programmer Certification 310-035: 1 Java and Object-Oriented Fundamentals
Java 2 Programmer Certification 310-035: 2 Declarations, Flow Control, and Exception Handling
Java 2 Programmer Certification 310-035: 3 Classes, Interfaces, Methods, and Garbage Collection
Java 2 Programmer Certification 310-035: 4 Threads
Java 2 Programmer Certification 310-035: 5 The java.lang Package
Java 2 Programmer Certification 310-035: 6 The java.util Package
Java 2 Programmer Certification 310-035: 7 GUI Components and Containers of the java.awt Package
Java 2 Programmer Certification 310-035: 8 Layouts and Event Handlers of the java.awt Package
Java 2 Programmer Certification 310-035: 9 Graphic and Image Elements of the java.awt Package
Java 2 Programmer Certification 310-035:10 The java.io Package

Java Web Services - L_JAWS
Java Web Services: 1 The Web Services Architecture
Java Web Services: 2 Creating and Hosting Web Services
Java Web Services: 3 Java and Web Services
Java Web Services: 4 The Simple Object Access Protocol (SOAP)

Java Web Services: 5 The Java APIs for SOAP Messaging (SAAJ)
Java Web Services: 6 Java API for XML Messaging (JAXM)
Java Web Services: 7 Web Services Description Languages (WSDL)
Java Web Services: 8 The Java API for XML-Based RPC (JAX-RPC)
Java Web Services: 9 Generating Web Services from Java Code
Java Web Services:10 Generating Java Web Services from WSDL
Java Web Services:11 Best Practices and Techniques
Java Web Services:12 EJB, JSP, and Web Services
Java Web Services:13 Service Lifecycle and Message Handlers
Java Web Services:14 SOAP Attachments
Java Web Services:15 Securing Web Services

JavaScript - HTL001
JavaScript: 1 Start Using JavaScript
JavaScript: 2 Using JavaScript for Interactivity
JavaScript: 3 Using Advanced JavaScript

Photoshop 7 - PHOTOS
Photoshop 7: 1 The Application and Its Elements
Photoshop 7: 2 Opening and Navigating Images
Photoshop 7: 3 Pixels, Image Sizes, and Color
Photoshop 7: 4 Saving and Printing
Photoshop 7: 5 The Paint Tools
Photoshop 7: 6 Modifying Images
Photoshop 7: 7 Cleaning Images and Undoing
Photoshop 7: 8 Making Selections
Photoshop 7: 9 Modifying Selections and Color Filling
Photoshop 7:10 Layers
Photoshop 7:11 Adding Type
Photoshop 7:12 Filters and Color Correction
Photoshop 7:13 Creating Graphics for the Web

Photoshop CS - PHSHCS
Photoshop CS: 1 Getting Started
Photoshop CS: 2 Navigation and Layers
Photoshop CS: 3 Selection and Color
Photoshop CS: 4 Paint, Drawing and Text
Photoshop CS: 5 Layer Styles and Filters
Photoshop CS: 6 Adjustment Layers, Tools and Layer Masks
Photoshop CS: 7 Image Output and Web Design

Photoshop - PHSLIB
Photoshop: 1 Managing Graphics Files
Photoshop: 2 Colors, Brushes, and Printing
Photoshop: 3 Selecting and Retouching
Photoshop: 4 Text, Fills, and Actions
Photoshop: 5 Using Layers and Plug-Ins
Photoshop: 6 Manipulating Images

PHP and MySQL - PHPSQL
PHP and MySQL: 1 Installing Required Software
PHP and MySQL: 2 PHP Basics
PHP and MySQL: 3 Programming with PHP
PHP and MySQL: 4 Creating Dynamic Web Sites
PHP and MySQL: 5 SQL and MySQL Basics
PHP and MySQL: 6 Advanced SQL and MySQL
PHP and MySQL: 7 Error Handling and Debugging
PHP and MySQL: 8 Using PHP with MySQL
PHP and MySQL: 9 Developing Web Applications
PHP and MySQL:10 Cookies and Sessions
PHP and MySQL:11 Web Application Security
PHP and MySQL:12 Extended Topics
PHP and MySQL:13 Content Management Example
PHP and MySQL:14 User Registration Example

PHP and MySQL:15 E-Commerce Example

Running an Online Business - ECOMRC
Running an Online Business: 1 Your E-Business
Running an Online Business: 2 Getting Started
Running an Online Business: 3 Influences on E-Commerce
Running an Online Business: 4 Killer Apps
Running an Online Business: 5 Developing Your E-Business
Running an Online Business: 6 Real-Time and Data Mining
Running an Online Business: 7 Lowering Your Business Costs
Running an Online Business: 8 Customer Service and Payment
Running an Online Business: 9 Marketing Your E-Business
Running an Online Business:10 Advertising on the Internet
Running an Online Business:11 Building Marketing Strategy
Running an Online Business:12 Resource Planning
Running an Online Business:13 Managing Your E-Business

Visual C# - L_VISC
Visual C#: 1 .NET - What You Need to Know
Visual C#: 2 First C# Programs
Visual C#: 3 Data Types in C#
Visual C#: 4 Operators and Expressions
Visual C#: 5 Control Structures and Arrays
Visual C#: 6 Object-Oriented Programming
Visual C#: 7 Classes
Visual C#: 8 More About Types
Visual C#: 9 Methods, Properties and Operators
Visual C#:10 Characters and Strings
Visual C#:11 Arrays and Indexers
Visual C#:12 Inheritance
Visual C#:13 Virtual Methods and Polymorphism
Visual C#:14 Formatting and Conversion
Visual C#:15 Exceptions
Visual C#:16 Interfaces
Visual C#:17 Interfaces and Collections
Visual C#:18 Delegates and Events
Visual C#:19 Introduction to Windows Forms

Visual InterDev 6 - VIDLIB
Visual InterDev 6: 1 Learning the Basics
Visual InterDev 6: 2 Using HTML
Visual InterDev 6: 3 Dynamic Content
Visual InterDev 6: 4 Objects and Databases
Visual InterDev 6: 5 Database Interaction
Visual InterDev 6: 6 Active Server Pages
Visual InterDev 6: 7 Controls and Scripts
Visual InterDev 6: 8 Testing and Debugging
Visual InterDev 6: 9 Management and Design

Web Design & Graphics - WBDSGR
Web Design & Graphics: 1 Introduction to Design
Web Design & Graphics: 2 Making Your Site Fast and Viewable
Web Design & Graphics: 3 Building Your Site with Images
Web Design & Graphics: 4 Building Your Site with Formatting
Web Design & Graphics: 5 Using Other Tools

Web Publishing and Design with HTML 4.01 and XHTML - HTMLXH
Web Publishing and Design with HTML 4.01 and XHTML: 1 Getting Organized
Web Publishing and Design with HTML 4.01 and XHTML: 2 Basics of HTML and XHTML
Web Publishing and Design with HTML 4.01 and XHTML: 3 HTML, XHTML and Cascading Style Sheets (CSS)
Web Publishing and Design with HTML 4.01 and XHTML: 4 Advanced Cascading Style Sheets (CSS), Forms, and DHTML
Web Publishing and Design with HTML 4.01 and XHTML: 5 Adding Interactivity and Multimedia with HTML and XHTML

WebSphere 7.0 with Rational Application Developer - L_WSRA
WebSphere 7.0 with Rational Application Developer: 1 Introduction to Rational Application Developer
WebSphere 7.0 with Rational Application Developer: 2 Programming Technologies Overview
WebSphere 7.0 with Rational Application Developer: 3 Environment Setup and Preferences
WebSphere 7.0 with Rational Application Developer: 4 Projects
WebSphere 7.0 with Rational Application Developer: 5 Rational Unified Process (RUP) and Unified Modeling Language (UML)
WebSphere 7.0 with Rational Application Developer: 6 Developing Java Applications
WebSphere 7.0 with Rational Application Developer: 7 Developing Database Applications
WebSphere 7.0 with Rational Application Developer: 8 Developing Graphical User Interface (GUI) Applications
WebSphere 7.0 with Rational Application Developer: 9 Developing XML Applications
WebSphere 7.0 with Rational Application Developer:10 Developing JSP/Servlet based Web applications
WebSphere 7.0 with Rational Application Developer:11 Developing Struts-based Web Applications
WebSphere 7.0 with Rational Application Developer:12 Developing Java Server Faces (JSF)-based Web Applications
WebSphere 7.0 with Rational Application Developer:13 Developing Enterprise Generation Language (EGL)-based Web Applications
WebSphere 7.0 with Rational Application Developer:14 Developing Enterprise Java Beans (EJB)-based Web Applications
WebSphere 7.0 with Rational Application Developer:15 Developing Java 2, Enterprise Edition (J2EE)-based Web Applications
WebSphere 7.0 with Rational Application Developer:16 Developing Web Services Applications
WebSphere 7.0 with Rational Application Developer:17 Servers and Server Configuration
WebSphere 7.0 with Rational Application Developer:18 Debug Local and Remote Applications
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WebSphere Studio Application Developer 5.0 & J2EE - WSAD50
WebSphere Studio Application Developer 5.0 & J2EE: 1 Overview
WebSphere Studio Application Developer 5.0 & J2EE: 2 User Interface and Servlet Design
WebSphere Studio Application Developer 5.0 & J2EE: 3 Servlet Development
WebSphere Studio Application Developer 5.0 & J2EE: 4 JavaServer Pages Concepts and Development
WebSphere Studio Application Developer 5.0 & J2EE: 5 Struts and XML/XSL Web Interfaces
WebSphere Studio Application Developer 5.0 & J2EE: 6 Controller, Domain, and Data Mapping Design
WebSphere Studio Application Developer 5.0 & J2EE: 7 Unit and Functional Testing

XML - XMLCOD
XML: 1 Viewing and Understanding XML
XML: 2 Creating a Basic Document
XML: 3 Building DTDs & Checking Documents
XML: 4 Entities
XML: 5 The Document Object Model
XML: 6 CSS and XSL Style Sheets