About our eLearning
Adobe's eLearning is the perfect complement to instructor-led training, especially when you need flexibility and the convenience of real-time how-to's. Course content is hosted on your learning management system or accessible directly via your web browser. Customizable targeted modules let the team refresh skills exactly when they need it.

Learn any time, any place, at any pace.

Course Overview
Develop Basic Websites enables front-end web developers and application developers in the fundamentals of building a custom website using templates and components in Adobe Experience Manager 6.3. In this eLearning course, users will get hands-on with developing custom websites using CRXDE Lite, while reinforcing important concepts such as the basics of component development, templates, using inheritance and HTML Template Language, and designing a basic site.

After completing this course, you will be able to:
- Install Adobe Experience Manager
- Perform basic authoring tasks
- Create and manage packages
- Describe the steps of Sling Script Resolution
- Design and develop a responsive and modern site using HTL
- Inherit and customize existing components
- Add a design to your site
- Build your own components and apply a design

Prerequisites
- A minimum of two years of experience in web development
- Experience in HTML, CSS, DHTML, JavaScript

Your Benefits
- **Save time.** Easily deploy real-time 24/7 training to your teams across multiple sites.
- **Save money.** A great solution when travel budgets are tight.
- **Stay productive.** Quick targeted hits of training mean your team has the right resources at the right time to feel confident in their skills.
Develop Basic Websites in Adobe Experience Manager
[3 hr 10 min eLearning]

Course Outline

1. Installation
   - Installation prerequisites
   - Production Deployment of Instance workflow
   - Exercise 1.1: Starting an AEM Author Instance
   - Exercise 1.2: Starting an AEM Publish Instance

2. Authoring Basics
   - Introduction to Touch UI
   - Navigating to consoles and tool
   - Examining a retail site use case
   - Creating and editing pages
   - Exercise 2.1: Creating a page in AEM
   - Exercise 2.2: Editing a page in AEM

3. Developer Tools
   - The Web Console
   - Developing with CRXDE Lite
   - CRXDE Lite Navigation
   - Working with Packages
   - Creating, building and downloading packages
   - Exercise 3.1: Installing a package in AEM
   - Exercise 3.2: Creating, building & downloading package

4. Introduction to Content Rendering
   - Nodes and Properties
   - Repository Namespaces
   - Common Node Types
   - Folder Structure of Content Repository
   - Exercise 4.1: Creating the project structure in /apps
   - Page Rendering Components
   - Exercise 4.2: Creating a page rendering component
   - Exercise 4.3: Creating content to be rendered
   - Basic steps of processing requests
   - Decomposing the URL
   - Locating and rendering scripts
   - Exercise 4.4: Basic Sling resource resolution and hunt for a rendering script
   - Exercise 4.5: Selector Manipulation

5. Templates
   - Properties of a template
   - Exercise 5.1: Creating a template
   - Exercise 5.2: Testing the content page template
   - Exercise 5.3: Restricting template use
   - Exercise 5.4: Adding content structure to the template
   - Creating the website structure
   - Exercise 5.5: Creating the pages for the site

6. Introduction to HTL
   - Working with HTL: syntax and advantages
   - Basic HTL statements, expressions and tags
   - Enumerable objects and Java backed objects
   - Modularize page components
   - Exercise 6.1: Rendering basic page component
   - Exercise 6.2: Modularizing the contentpage component

7. Inheritance
   - Inheriting foundation components
   - Exercise 7.1: Investigating the contentpage sling:resourceSuperType property
   - Exercise 7.2: Investigating foundation page component
   - Exercise 7.3: Deleting the contentpage.html script

8. Design and Styles
   - Designing a Site
   - Web Accessibility Guidelines
   - Adding a design to your site
   - Exercise 8.1: Define a task and use Clientlibs
   - Exercise 8.2: Modify the contentpage component to call in the design

9. Developing Structure Components
   - The navigation component
   - Creating components/ dynamic navigation components
   - Exercise 9.1: Creating simple top navigation components
   - Exercise 9.2: Creating a complex navigation component with a java helper
   - Logging
   - Exercise 9.3: Creating a custom log file
   - Exercise 9.4: Using log statements in topnav component
   - Dialogue boxes: Types and properties
   - Exercise 9.5: Creating a title component
   - Exercise 9.6: Creating a dialog box for title components
   - Exercise 9.7: Using the title dialog
   - Using cq:editconfig to enhance a component
   - Adding In-line editing and drag & drop functionality
   - Exercise 9.8: Creating editConfig for the title component
   - Design dialog box
   - The Hero component
   - Exercise 9.9: Creating an initial Hero image component
   - Exercise 9.10: Testing the Hero component
   - Exercise 9.11: Assigning a design to We.Train
   - Exercise 9.12: Creating design dialog for Hero component

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