

COURSE PLAN – WEB DEVELOPMENT

Session: Jan 2011 – Jun 2011

SUBJECT:	Practical S/W Lab - XI (Web Designing)
CODE:	BC – 604 (N2)
CLASS:	BCA – 6 th Sem.
SECTION:	B, C, D
TEACHER:	Mr. Gursharan Singh (GS)

Course Description:

In this course, students will learn the basics of designing and developing a web site. We'll take a look at design issues specific to web-based presentations, learn web page layout, effective navigation and delve into the design process. We examine some of the how-to's, in's, out's and pitfalls of using graphics, color and fonts on web pages as well as working with tables and CSS. Some site management techniques will be covered, accessibility issues and working with domains and clients discussed.

More specifically, we will cover the following topics:

- Introduction to Operating System
- Operating System Classification
- Process Management
- CPU Scheduling
- Memory Management
- File Management
- Deadlocks
- Security

Course Goals:

The goal of this course is to learn and recognize the concepts and principles of web development. The main objective of this course is to provide students with the basic knowledge and skills of developing, managing, and maintaining the websites. Hands-on experience with Adobe Dreamweaver will be a major concern in this course.

The objective of this class is to explore and apply aesthetics in the design and creation of graphical and structural elements for web pages. Industry standard web authoring and graphics applications will be used to develop standards-compliant web sites.

Prerequisites:

Students should have basic knowledge of personal computers and logic building.

Grading:

MSE:	15 marks
1 st One Hourly Test:	5 marks
2 nd One Hourly Test:	5 marks
Presentation:	5 marks
Class Tests:	5 marks
Assignments:	5 marks
Total:	40 marks

Rules for Assignments:**Purpose:**

The assignments will primarily be practice problems for the exams. Thus, you should not collaborate on it with others by splitting the work and sharing answers. You will gain the most benefit from doing it by yourself. You can, of course, ask me for help. If someone in the class asks you for help on assignments, handle the situation as if you are a course instructor. Don't just give them an answer, but make sure they know how to find the answer on their own. *If I feel that people have submitted answers that are merely copies of each other, I will grade the one solution and divide the credit for it equally among the copies.*

Due Date:

As indicated in the course break-up below.

Late Policy:

You must do your work on time because we'll be correcting/discussing it in class. *No assignment will be accepted after the due date.* If you know that you have a specific time conflict, make arrangements with me in advance for a separate assignment for late submission.

Format:

All assignments should be done according to the following format:

- Assignment must have a cover page including *title of assignment, subject, date of submission, students name, class, roll no.* and *submitted to*.
- For a sample of cover page, visit my website <http://www.eazynotes.com>.
- Use loose sheets with one side plain and other side lined.
- Write questions/headings with black pen and other text with blue pen.
- Draw diagrams (if necessary), neat and clean with pencil on plain side of paper.
- Pages should be numbered.
- Mention *Contents* at the beginning and *References* at the end of each assignment.

Tests:

Tests can be oral/written/open book. Open book test is so that you can look up formulas or data from the text or lecture notes. You need to be sufficiently familiar with the material in the book to know where to look up the information that you need. The purpose of the exams is for you to demonstrate that you have attained an operational level of understanding of the material.

The tests will be conducted on the dates mentioned in the course break-up. No extra test will be conducted for the absentees. If you have any time conflict for the test, contact me in advance so that we can make sufficient arrangements. Keep in mind that there will be no improvement test at the end of the semester. Therefore, it's your responsibility to give test on time.

Presentation:

One presentation will be held for operating system. You will be informed well in advance.

The rules for presentation are as follows:

- Group will be of 3-4 students.
- Students can make groups of their choice.
- Students should be in strict formals for the presentation.

- Three attendances will be taken during presentation. One at sharp 9:00 am, second after lunch break, and third at the end of the presentation.
- **Present** will be counted only for those students who'll be present in all the three attendances.
- Marks will be given only to the present students.
- If the student is absent, I will deduct (– 10) marks for it.
- Marks will be deducted for each misbehavior/indiscipline during the presentation.
- Topics will be given at first-cum-first-get basis. No topic will be repeated.
- Marks for the presentation are distributed as follows:

Dress:	10 marks
Report:	10 marks
Synopsis:	5 marks
Content:	5 marks
Slides:	5 marks
Confidence:	5 marks
Query Handling:	10 marks
Total:	50 marks
Absent:	– 10 marks
Indiscipline:	– 1 marks (for each misbehavior)

Class Participation:

A large component of your learning takes place in class. The actual concepts of operating system are fairly simple, although their implementation is often complicated by real-world constraints. Thus, I tend to give lectures to explain these concepts, and pose questions for discussion that are meant to draw out these implications. I will guide discussion, and add information here and there as necessary to carry the discussion forward or to lead it into a digression that adds depth in a different direction.

I will frequently have in-class exercises that you will do as individual/groups. Thus, it is very important that you attend class regularly. I will keep attendance throughout the semester. Please let me know in advance of any scheduled absences.

Classroom Policies:

Following are the classroom policies and they are meant to be strictly followed:

- Be punctual for the class; try to minimize your disturbance if you are late. I may reject students who come after 15 minutes from the scheduled time.
- Student coming late will be considered as *late arrival* and I will record late arrivals on the day's attendance.
- Three late arrivals equals to one absent.
- Mobile phones are not allowed in the classroom. If any student found using the mobile phone, he/she has to pay Rs. 200 as fine in the account office.
- During lecture delivery, if you have any kind of query, just raise your hand. Queries are important for the understanding of the concepts. So, do ask queries but make sure they are relevant to the subject.
- Be disciplined in the classroom and don't make any noise while we are studying.

SYLLABUS

PRACTICAL S/W LAB - XI (WEB DESIGNING)

BC – 604 (N2)

Internal Assessment: 40

Max. Marks: 100

External Assessment: 60

Design a Web Page using HTML / DHTML / ASP.

Note: The break up of marks for the practical will be as under:

Lab Record: 15 marks

Viva Voce: 15 marks

Program development: 30 marks

And execution.

COURSE BREAK-UP

Subject:	Practical S/W Lab - XI (Web Designing)	Code:	BC – 604 (N2)
Class:	BCA	Semester:	VI
No. of Lect.:	40	No. of Assignments:	3
Teacher:	Mr. Gursharan Singh (GS)	No. of Tests:	2
		No. of Tutorials:	5

Proposed Week	Lect. No.	Lect. Content	Assignments	Tests
1	1.	Introduction to Course Plan		
	2.	Introduction to Web Development		
	3.	Introduction to HTML		
2	4.	Structure of HTML Document		
	5.	Basic HTML Tags		
	6.	TUTORIAL 1		
3	7.	HTML Headings, Paragraphs, Formatting		
	8.	HTML Styles, Links		
	9.	HTML Images, Lists		
4	10.	HTML Tables, Forms		
	11.	HTML Frames	Assign-1	
	12.	TUTORIAL 2		
5	13.	Introduction to Adobe Dreamweaver: Creating a Webpage in Dreamweaver		
	14.	Working with Dreamweaver Templates		
	15.	Creating Website using Dreamweaver		
6	16.			
	17.			Test-1
	18.	Introduction to DHTML		
7	19.	Introduction to CSS		
	20.	CSS Syntax, Id and Class		
	21.	TUTORIAL 3		
8	22.	CSS Properties: Text Style, Text Layout, Foreground & Background, Border, Margin, Padding	Assign-2	
	23.	Introduction to JavaScript		

	24.	JavaScript Statements, Comments, Variables		
9	25.	JavaScript Operators, Control Statements, Loops		
	26.	JavaScript Popup Boxes, Functions		
	27.	TUTORIAL 4		
10	28.			Test-2
	29.	Getting a Domain Name & Web Space		
	30.	Uploading the Website to Remote Server		
11	31.	Introduction to PHP		
	32.	Introduction to MySQL & PHPMyAdmin		
	33.	Introduction to Content Management System		
12	34.	Creating a Website in Joomla		
	35.	Creating a Website in WordPress	Assign-3	
	36.	TUTORIAL 5		
13	37.	Introduction to ASP		
	38.	ASP Variables, Procedures, Forms		
	39.	ASP Cookies, Session		
14	40.	ASP global.asa File, Send Email		

Websites and Resources:

- www.w3schools.com
- www.html.net
- www.adobe.com/devnet/dreamweaver.html
- www.learndreamweavertutorials.com
- www.thesitewizard.com
- www.learnphp.org
- www.phpbuddy.com
- www.phpeasystem.com
- docs.joomla.org/Beginners
- www.learnjoomla.org.za
- learn.wordpress.com
- www.freewptraining.com
- www.wordpresswebpro.com
- Other handouts will be provided throughout the semester

ASSIGNMENT – 1

1. Short answer type question:

- a. What is HTML?
- b. What is the structure of HTML document?
- c. What is the correct file name for a home page?
- d. What is the difference between a page's title and its file name?
- e. Why should file names be lower-case and without spaces?

2. Long answer type questions:

- a. Define the following HTML tags with example:
 - i. img
 - ii. a
 - iii. table
 - iv. ul
 - v. p

ASSIGNMENT – II

1. Develop a small static website in Adobe Dreamweaver.

ASSIGNMENT – III

1. Develop a website in Content Management System and make it online.

PRESENTATION TOPICS

1. Website. Type of Websites
2. Web Technologies (Languages)
3. Web Development Tools (Softwares)
4. Things Required for a Complete Website
5. Domain Names and Web Space
6. Uploading Your Website
7. Adsense and Adwords
8. Content Management System (CMS)
9. SEO
10. Open Source
11. Cloud Computing
12. Online Operating Systems
13. HTML Tags
14. Blogs
15. A Visit to Silicon Valley
16. How Safe is Your Online Data?
17. Search Engine Indexing
18. RDBMS
19. Track Your Website
20. Your Three Years in PCTE