ទន្សាស្ថានឋាតន្យគេងសាននុ ស្ងិចពុំត្មសានខន្សា

National Institute of Posts, Telecoms, and ICT

School of Computer Science

គំពាងមេផ្យូន Course Syllabus

មុខវិជ្ជា

Subject

ភាអេតិចខ្លាស់គេមានំព័រ គំរិត១

Web Development I

ត្រូខ្វិទេសន៍ Lecturer

ឈ្លួន សុតម៉ានឹត CHHUON Sopheakmanith

Course Syllabus

Subject

Web Development I

1- Purpose of Study:

As you search on the internet for document, entertainment or education, you will meet many webpages as result. But have you ever noticed or wondered how those websites are built? How do they work? What skills are necessary for building them?

This course will guide you how to create websites by using HTML5, CSS3 and JavaScript, and how to make web pages as responsive that can adapt to all the device screen size.

Finally, you'll be able to develop static websites and design webpage. It is a model in the future and fully prepared for next step in **web development II** or design course or specialization.

2- Course Objectives / Learning Outcomes

After completing the Web Development I course, students will be able to perform the following tasks:

- Learn and be able to create static webpages by using HTML5.
- Know how to apply and use style to webpages.
- Can use JavaScript and using JavaScript library in webpages
- Understand what it takes to use Bootstrap
- Create a webpage and design UI template by using bootstrap.
- Understand about responsive webpage

3-Course Outlines

- Part I: HTML5
 - o Chapter I: Getting started with HTML 5
 - o Chapter II: Working with Text
 - o Chapter III: Working with Lists, Tables, Frames
 - o Chapter IV: Working with Hyperlinks, Images and Multimedia
 - o Chapter V: Working with Forms and Controls
 - o Chapter VI: Working with Events
 - o Chapter VII: Working with Graphics
- Part II: CSS3
 - o Chapter I: Overviews of CSS
 - o Chapter II: Backgrounds and Color Gradients in CSS
 - o Chapter III: Fonts and Text Styles
 - o Chapter IV: Creating Boxes and Columns Using CSS

- o Chapter V: Displaying, Positioning and Floating an Element
- o Chapter VI: List Styles
- o Chapter VII: Table Layouts
- o Chapter VIII: Pseudo-classes and Pseudo-elements
- o Chapter IX: Effects, Frames, and Controls in CSS
- Part III: JavaScript
 - o Chapter I: Overviews of JavaScript
 - o Chapter II: Functions, Events, Image Maps, and Animations
 - Chapter III: JavaScript Objects
 - o Chapter IV: Working with Browser Objects
 - o Chapter V: Working with Document Object
 - o Chapter VI: Document Object Model
 - o Chapter VII: Validation, Error, Debugging, Exceptions Handling and Security.
 - o Chapter VIII: Implementing the Advanced Features of HTML5.
 - o Chapter IX: JSON and AJAX
- Part IV: JavaScript Library and CSS framework
 - o Chapter I: JQuery
 - o Chapter II: Bootstrap

2- Course Structure:

Weeks	Descriptions	Lab	Theory
1	Part I: HTML		
1	Chapter I: Getting started with HTML 5 - Definition - History - Choosing Text editor - Structure and rule - Creating and saving an HTML Document - Opening the HTML Document in a web Browser - Color - Modify the Background of an HTML web page - Specifying Metadata about an HTML web page - Specifying Keywords for search Engines - Id and Class Attribute		1.5
1.1	Practice : Create First Web Page	1.5	
	Chapter II: Working with Text		1.5

 Adding Plain Text to an HTML web page Adding Text in a New Line Creating Headings on a web page Creating a Paragraph Creating a Horizontal Rule Creating a Subscript and Superscript Aligning the Text Formatting the text Grouping the text 		
- Indenting Quotations		
- Working with Character Entities Commenting the text		
- Commenting the text Practice: Creating one page article page	1.5	
Chapter III: Working with Lists, Tables, Frames - Working with Lists		1.5
Attributes Output Ou		
O Applying Hyperlink Targets to a Frame Practice: Creating List, Table and Frames	1.5	
Chapter IV: Working with Hyperlinks, Images and Multimedia - Working with Hyperlinks O Creating a Hyperlink Setting the Hyperlink Color		1.5

 Linking Different Sections of a Web Page Working with images Inserting an Image on a Web Page Displaying Alternate Text for an Image Adding a Border to an Image Aligning an Image Using Images as Links Creating Image Maps Working with Multimedia Embedding Multimedia on a Web Page Creating a Link to Multimedia File Using the <object> Tag to Insert Objects</object> Practice: Create one static web sites that contains All multimedia type	1.5	
Chapter V: Working with Forms and Controls - Creating an HTML Form - Specifying the Action URL and the Method to Send the Form - Adding Controls to an HTML form - Using the <input/> Tag to Add Controls - Adding Text Area - Creating a Customizable Button - Adding a Selection Control - Apply Validation to Form - Understanding New Form Elements - The datalist Element - The keygen Element - The output Element - Grouping the Controls of HTML Forms - Specifying a Label for a Control		1.5
Practice : Create one form to adding an article	1.5	
Chapter VI: Working with Events - The Window Event Attributes - The Form Events - The Mouse Events - The Media Events Chapter VII: Working with Graphics - Canvas		1.5

	- SVG		
Practice : C1	reate form applying Events and Graphics	1.5	
Part II: CSS			
Chapter I	Overviews of CSS - Discussing the Evolution of CSS - Understanding the Syntax of CSS - Exploring CSS Selectors		1.5
Practice : Us query Selecte	sing External and Internal CSS and Working with	1.5	
Chapter II	Backgrounds and Color Gradients in CSS - Exploring Background of a Web Page - Exploring Color Properties o The Opacity Property o The RGBA Value Format o HSL and HSLA Values Format - Exploring Gradient Properties		
Chapter III	Fonts and Text Styles - Understanding Font - Exploring Font Properties in CSS - Introducing Web Font - Applying CSS to Text	_	1.5
Chapter IV	Creating Boxes and Columns Using CSS - Exploring the Box model - Exploring Line Box model - Exploring the Template layout model - Exploring the Multi-column model		

Practice : Us template	sing background color Gradient properties, font and	1.5	
Chapter VI	Displaying, Positioning and Floating an Element - Controlling the display of an element using CSS o Exploring the display properties o Exploring the visible properties - Positioning an Element o Fixed positioning o Relative positioning o Absolute positioning o Floating an element using CSS List styles - The list-style-type properties		1.5
	The list-style-image propertiesThe list-style-position propertiesThe list-style shorthand properties		
Chapter VII	 Table layouts The table-layout properties The caption-side properties The border-collapse properties The border spacing properties The empty-cells properties 		
Practice: Wo	orking with Positioning, list and Table layouts	1.5	
Chapter VIII	Pseudo-classes and Pseudo-elements - Exploring the Pseudo-Classes o Dynamic Pseudo-classes o The Target Pseudo-classes o The language Pseudo-classes o UI element states Pseudo-classes o Structural Pseudo-classes - Exploring the Pseudo-Elements		1.5
Chapter IX	Effects, Frames, and Controls in CSS - Exploring Difference types of Effects in CSS - Opacity Effects - Transition Effects - Transformation Effects - Animation Effects - Creating Frames using CSS - Customizing Controls Using CSS		
Practice: Wo	rking with Pseudo and Effects, Frames and Controls	1.5	

Part III: JavaS	Script		
Chapter I	Overviews of JavaScript Introduction Exploring the Feature of JavaScript Usage of JavaScript Exploring Programming Fundamentals JavaScript Exploring the Lexical Structure of JavaScript Exploring Variables Exploring Operators Exploring Control Flow Statements Exploring Popup Boxes		1.5
Practice: Wo Fundamental	orking with usage of JS and Programming	1.5	
Chapter III Chapter IV	Functions, Events, Image Maps, and Animations - Exploring Functions - Exploring Events - Exploring Image Maps - Exploring Animation JavaScript Objects - Exploring Object in JavaScript - Exploring the Standard/Build-in JavaScript Objects - The String Object - The RegExp Object - The Boolean Object - The Number Object - The Array Object - The Math Object - The Date Object Working with Browser Objects - Understanding Window Object - Understanding History Object - Understanding Screen Object - Understanding the Location Object		1.5
Practice: Wo Browser Obj	orking with function, events, JavaScript Object and ects	1.5	

Chapter V	 Working with Document Object Describing the Document Object Exploring Document Object Collections Exploring Document Object Properties Exploring Document Object Methods Exploring Cookies Creating and Store Cooking Reading Cooking 		1.5
Chapter VI	 Document Object Model Understanding DOM Nodes Understanding DOM Levels Understanding DOM Interfaces 		
Chapter VII	Validation, Error, Debugging, Exceptions Handling and Security - Introducing Form Validation - Exploring Error in JavaScript - Debugging JavaScript Programs - Handing Exception - Introducing Security in JavaScript		
	orking with Document Object and Cookies, Object dation, Debugging, Exception handling and Security	1.5	
Chapter VIII			1.5
Practice: Im	plementing Advance feature of HTML	1.5	1.5
Chapter IX	JSON and AJAX		1.5

	- JSON		
Practice: Wo	orking with JSON and AJAX	1.5	
Part IV: JavaS	cript Library and CSS framework		
Chapter I	JQuery Introduction and Installation jQuery Selectors jQuery Methods to Access Attributes jQuery Traversing Methods jQuery Manipulators jQuery Events jQuery Animation Effects Ajax with jQuery	3	3
Practice: Wo	orking with JQuery	3	
Chapter II	Bootstrap - Introduction and Installation - Grid System - Typography - Code - Table - Form - Button - Image - Responsive Utilities		3
Practice: Wo	orking with Bootstrap	3	
	Final Exam	1.5	
	Total Weeks	16	16
	Total Hours	30	30
	Total Sessions		21
	Total Sessions		

III- Facilities and Material of Study:

- 1. LCD projector for PowerPoint Presentation
- 2. Handouts for every students
- 3. A small speaker for lecturer

IV- Main Text Books:

1. HTML 5 Black Book: Covers Css3, JavaScript, XML, XHTML, Ajax, PHP and JQuery, Kogent Learning Solutions Inc. – 2016, ISBN-13: 978-93-5004-095-9

V- Course Scores:

1.	Discipline and Attenda	ince	10 %
2.	Assignment and Lab		15 %
3.	Mid-term		15 %
4.	Final Exam		60 %
	Tota	al Scores	100 %

VI- References

- 1. JavaScript The Good Parts, Douglas Crockford first edition 2008, ISBN-13: 978-81-8404522-2
- 2. HTML5 in simple steps, Kogent Learning Solutions Inc. 2012, ISBN: 978-93-5004-086-7

VII- Lecturer:

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