

## Web Programming

**Text Book :-** 1. HTML 4.0 by E. Stephan Mack  
2. Java Script by Nigel Mcfarlane  
3. Maya Complete 2 by Perry Harovas

**References:-** Nil

### **Course Description:-**

Introduction to Web programming, overview of protocols: TCP/IP, HTTP, Web Based Applications Architecture, Developing Front End Applications, Front End Development tools, Scripting languages, Animation tools: Flash/Maya.

**Pre-requisite:-** Structured programming.

### **Grading Policy:-**

In Semester Evaluations:	30%
End Semester Evaluation:	70%

**Week-wise Breakdown**

<b>Week</b>	<b>Topics / Activities</b>	<b>Chapter</b>
1	Introduction to Web programming	1.1-1.5
2	TCP/IP and HTTP	Notes
3	Understanding Application Architecture	Notes
4	Designing Web Pages in Html	2.1-2.7
5	Understanding Html structure+ Html Tags	4.1-4.5
6	Adding tables, forms, frames and images to Html document	6.1-6.8
7	Understanding CSS1, Terminology , attaching Style sheets	14.1-14.5
8	Complex Style Sheets	14.6-14.10
9	Introduction to DHTML and Java Script Basics	15.1-15.7
10	JS Functions and Objects	16.1-16.4
11	JS Functions and Objects	16.4-16.8
12	Introduction to Maya	1.1-1.9
13	Modeling basic in Maya	5.1-5.10
14	Animation in Maya	10.1-10.7
15	Project Completion and evaluation	
	<b>End Semester Exam</b>	