Web Designing

1. The Need for XML Web Services:
   a) Describing the evolution of distributed applications.
   b) Identifying the problems with traditional distributed application architectures and technologies.

2. Web Service Architectures:
   a) Identifying how Web service architectures are a type of service-oriented architecture.
   b) Describing the elements of a Web service architecture and explaining their roles.
   c) Describing the Web service programming model.

3. The Underlying Technologies of XML Web Services:
   a) Describing the structures of an HTTP request and response.
   b) Issuing HTTP POST and GET requests and processing the responses by using the .NET Framework.

4. Consuming XML Web Services:
   a) Explaining the structure of a Web Service Description Language (WSDL) document.
   b) Explaining the Web services discovery process.

5. Implementing a Simple XML Web Service
   a) Creating a Web service project.
   b) Implementing Web service methods, exposing them, and controlling their behavior.

6. Publishing and Deploying XML Web Services
   a) Explaining the role of UDDI in Web services.
   b) Publishing a Web service in a UDDI registry by using the UDDI SDK.

7. Securing XML Web Services
   a) Identifying the differences between authentication and authorization.
   b) Explaining how to use the security mechanisms that Microsoft Internet Information Services (IIS) and Windows provide for authentication.

8. Designing XML Web Services
   a) Identifying the restrictions that are imposed on data types by the various Web services protocols.
   b) Explaining how the use of Application and Session state can affect the performance and scaling of Web services.
   c) Explaining how to use output and data caching to improve Web service performance.
   d) Implementing caching in a Web service.

Practicals:

1. Including java Applets

1. Adding java Applets to your pages
2. Providing Interactive content
3. Maintaining Security on Site

2. Using a Script Language
   1. Inserting Scripts into HTML
   2. Adding Data, Time and user information to a page
   3. Using Scripts to interact with the user
   4. Checking from a Mandatory Form field
   5. Creating an interactive game.

3. Dynamically Changing page Content
   1. Adding the change elements
   2. Using Script to modify content
   3. Handling Mouse Actions
   4. Adding a Pull-down Menu
   5. Drag Drop Contents
   6. Animation

4. Active Server Pages and Server Side Scripting
   1. Understanding Standards and Technology on the internet
   2. HTML versions
   3. Browser Technology
   4. Web Server Technology
   5. Understanding Microsoft Active Server
   6. How Active Server work
   7. Looking at client Server Processing
   8. Comparing Active Server to Client Side Processing

5. VB Script
   1. Using VB Script
   2. Why use a Scripting language
   3. VB Script language elements
   4. Using forms with VB script
   5. Using Active-x and include files with Active Server
   6. Using Server Side includes
   7. Inserting Active-x Controls

6. Manages States and Events with Application & session objects
   1. Active server pages solves the problem of managing user session
   2. Tracking user session: The web challenge.
   3. Active server pages to the rescue.