Shanghai Aurora-College

2011

Computer multimedia technology

Course syllabus

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《Basic Computer》course outline

Course code： 08011201

Teaching requirement

Mastering a Chinese character input method under Windows 2000 ; Basic grasp the use method of Office 2000 main software Word, Excel, PowerPoint 2000 2000 2000 and 2000 FrontPage; Have the basic knowledge of computer network, familiar with Internet Explorer and Outlook Express; To master the computer basic knowledge and computer information security professional norms. This course classroom lesson is 4 lessons per week, one semester, a total lessons are 60 hours. The theory and practice lesson ratio is1:1.

The teaching content

Textbook chapters and scheduling

Chapter 1 Computer and computer culture (4 section practice and 4 section theory)

1.1 basic knowledge of computer

1.1.1 The birth and development of the computer

1.1.2 Characteristics and classification of computer

1.1.3 The application of computer

1.2 The computer system

1.2.1 The basic components of computer

The basic principle of 1.2.2 computer

1.2.3 Computer language

1. The computer's hardware

1.2.5 of computer software

1.3 The computer maintenance of common sense

1.3.1 Computer specification operation

1.3.2 Computer security

1.3.3 Computer virus and prevention

1.3.4 Computer ethics and norms

Chapter 2 basic knowledge of operating systems (4 section practice and 4 section theory)

2.1 operating system overview

2.1.1 What is operating system

2.1.2 The features of the operating system

2.1.3 The classification of the operating system

2.1.4 The microcomputer operating system in common use

2.2 The DOS operating system

2.2.1 The development of DOS operating system

2.2.2The main function and structure of DOS

2.2.3 DOS startup

2.2.4 File and file management

2.2.5 Path

2.2.6 Basic DOS command is used

2.2.7 Directory operations command

2.2.8 Disk commands

Chapter 3 Windows XP operating system (4 section practice and 4 section theory)

3.1Introduction and operation of the Windows XP operating system

3.1.1 Windows XP

3.1.2 The basic operations of a Windows XP

3.2 system management and environment Settings

3.2.1 Control panel

3.2.2 Change the system date and time

3.2.3 install/remove application software

3.2.4 Disk management

3.2.5 Add a local printer

3.2.6 Desktop Settings

3.2.7 Display Settings

3.3 Windows XP files management

3.3.1 Files and folders

3.3.2 Rainfall distribution on 10-12 start the resource manager

3.3.3 Basic operation of files and folders

3.3.4 Search file

3.4 accessories commonly used Windows XP

3.4.1 Track tablet

3.4.2 Notepad

3.4.3 Drawing

3.5 multimedia experiences

3.5.1 Track of multimedia player

3.5.2 Play CD and video files

3.5.3 Use the tape recorder

Chapter 4 Word 2003 cases tutorial (4 section practice and 4 section theory)

4.1 summary of Chinese Word 2003

4.4.1 Word 2003 function introduction

4.1.2 Word 2003 start and quit

4.1.3 Word 2003 user interface

4.1.4 Get help

4.1.5 Word 2003 new features

4.2 Word 2003 basic operation

4.2.1 New and open the document

4.2.2 Document the basic editing operations

4.2.3 Holdings save the document

4.2.4 Print documents

4.2.5 Close the document

4.3 document editing and typesetting

4.4 processing graphics object

4.4.1 Insert graphics

4.4.2 Drawings

4.4.3 Setting graphical format

4.4.4 USES text boxes

4.4.5 Graphic

4.4.6 Insert artistic words

4.4.7 Insert mathematical formula

4.5 made of Word form

4.5.1 Form creation

4.5.2 Edit form

4.5.3 Set table properties

4.5.4 Modified form

4.5.5 Form of sorting and calculated

4.5.6 Form and text of mutual transformation

4.6 handle long documents

4.6.1 Work in the outline view

4.6.2 Multistage title number

4.6.3 The serial number of illustrations and cross references to Rodrigo

4.6.4. Directory

4.6.5 Index

4.7 templates

4.7.1 Template

4.7.2 Create and save the template

4.7.3 Using templates

4.7.4 for template and guide

Chapter 5 Excel 2003 cases tutorial (4 section practice and 4 section theory)

5.1 Excel 2003 Chinese introduction

5.1.1 Excel 2003 overview

5.1.2 Excel 2003 window

5.2 The basic operations of a workbook

5.3 schedule of editing and formatting

5.4 formula and function

5.4.1 Use formula and function

5.4.2 Formula and function of application

5.4.3 Common formula and function

5.4.4 Operators with priority

5.4.5 Cell references

5.5 The use of charts

5.5.1 Make student achievement chart

5.5.2 Create a chart

5.5.3 Edit diagrams

5.6 The application of data

5.6.1 Student achievement data processing

5.6.2 Data sorting

5.6.3 Data filtering

5.6.4 Data classification summary

5.7 The worksheet to print

5.7.1 Worksheet print

5.7.2 Print area set up and preview

5.7.3 Page Settings

Chapter 6 tutorial PowerPoint 2003 cases + 4 section practice theory (section 4)

6.1 use "content hint guide" to create a presentation

6.2 make a simple presentation

6.3 insert the multimedia information in the presentation

6.4 presentation of whole optimization

Chapter 7 computer networks and security (4 section practice and 4 section theory)

7.1 The network overview

7.1.1 Computer network

7.1.2 Network hardware and software

7.1.3 The network information security

7.2 Internet basic knowledge

7.2.1 Internet based

7.2.2 WWW browsing

7.2.3 Search engine

7.2.4 Download and upload files

7.2.5 Online BBS and blog

7.2.6 Chatting online

7.3 Outlook Express to send/receive email

7.3.1 E-mail overview

7.3.2 Use web to send and receive mail

7.3.3 Outlook Expert

《C Language Programming》course outline

Course code: 08011203

Teaching requirement

Guide the student to serious discuss teaching material, on this basis, according to the teaching points listed on the syllabus to teach.

Master the Basic C language, grammar, data types, operators and expressions, sequence, program design, selection, circulation structure, structure, function, pointer, file an array type variables, use of struct array, etc. To be able to use C language to design the application.

This course classroom lesson is 4 lessons per week, two semester, a total lessons are 60 hours.

The teaching content

Textbook chapters and scheduling

Chapter 1 C language overview (1 section computer and 1 section theory)

1.1 C of the historical context

1.2 The characteristics of the C language

1.3 A simple C program is introduced

1.4 C program operating steps

Problem sets

Chapter 2 data types, operators and expressions (2 + 2 section theory, computer)

2.1 C data types

2.2 constants and variables

2.3 The integer data

2.3.1 The representation method of integer constants

2.3.2 Integer variables

2.3.3The type of integer constants

2.4 real data

2.4.1 Real constants

2.4.2 Real variables

2.4.3 Real constant type

2.5 character data

2.5.1 Character constants

2.5.2 Character variable

2.5.3 The character data stored in the memory in forms and methods of use

2.5.4 String constants

2.6 variable initialization

2.7 all kinds of mixed operation between numeric data

2.8 arithmetic operators and arithmetic expression

2.8.1A brief introduction of C operator

2.8.2 Arithmetic operators and arithmetic expression

2.9 The assignment operator and assignment expression

2.10 The operator and comma expression

Problem sets

Chapter 3 the most simple sequential programming C program design (2 + 2 section theory, computer)

3.1 C statement overview

3.2 Three basic structure of the program

3.3 assignment statements

3.4 The concept of data input and output and implemented in C language

3.5 The character data of input and output

3.5.1 Track of put char function output function (characters)

3.5.2 Get char function (character input function)

3.6 For the input and output format

3.6.1 Print function format output function)

3.6.2 Scone function (format input function)

3.7 order structure program design, for example

Problem sets

Chapter 4 choice structure program design (2 + 2 section theory, computer)

4.1 relationship between operator and relational expression

4.1.1 Relationship between operator and its priorities

4.1.2 Expression

4.2 logical operators and logical expression

4.2.1 Logical operators and their priorities

4.2.2 Logical expression

4.3 if statements

4.3.1 Three forms of If statement

4.3.2 Nested if statements

4.3.3 Conditional operator

4.4 A switch statement

4.5 program example

Problem sets

Chapter 5 cycle control theory (section 4 + 4 section computer)

5.1 overview
5.3 while statement
5.4 The do - while statement
5.5 For statement
5.6 cycle of nesting
5.7 The comparison of several kinds of cycles
5.8 break statement and continue
5.9 program, for example
Problem sets
Chapter 6 computer array (4section computer+ 4 section theory)
6.1 The definition of a one-dimensional array and references
6.1.1 The definition of a one-dimensional array
6.1.2 One-dimensional array element reference
6.1.3 One-dimensional array initialization
6.1.4 One-dimensional array program, for example
6.2 The definition of two-dimensional array and references
6.2.1 The definition of two-dimensional array
6.2.2 Two-dimensional array references
6.2.3 Two-dimensional array initialization
6.2.4 Two-dimensional array program, for example
6.3 character array
6.3.1The definition of character array
6.3.2 Initialization of an array of characters
6.3.3 Character array references
6.3.4 terminated string and a string
6.3.5 Input and output of an array of characters
6.3.6 String handling functions
6.3.7 Character array applied examples
Problem sets

Chapter 7 function (2 + 2 section theory computer)
7.1 overview
7.2 Function definition of general form
7.3 Function arguments and function value
7.3.1 Form parameters and practical parameters
7.3.2 Function return values
7.4 function calls
7.4.1 The general form of function call
7.4.2 Function call
7.4.3 The called function declaration and function prototype
7.5 function of nested invocations
7.6 function recursive calls
7.7 An array as a function parameter
7.8 The local and global variables
7.8.1 Local variables
7.8.2 Global variables
7.9 variable storage classes
7.9.1 Dynamic storage mode and static storage mode
7.9.2 Auto variable
7.9.3 Declared with the static local variables
7.9.5External variables with extern statement
7.9.7 About variable declarations and definitions
7.9.8 Summary of store category
7.10 internal function and external function
7.10.1 Internal function
7.11 How to run more than one file program
Problem sets
Chapter 8 preprocessing command (1 + 1 section theory computer)

8.1 The macro definition
8.1.1Macro definition of with no arguments
8.1.2 Macro definition with parameters
8.2 "file contains" processing
8.3 conditional compilation
Problem sets
Chapter 9 pointer (4section computer + 4 section theory)
9.1 address and concept of pointer
9.2 variable of pointer and a pointer variable between variables
9.3 array pointer and a pointer to an array of variables
9.4 The string pointer and a pointer to the string variable
9.5 function pointer and a pointer to the function variables
9.6 returns pointer to function
9.7 pointer array and pointer to a pointer
9.8 pointer summary of data types and pointer arithmetic
9.8.1 The summary of data on a pointer type
9.8.2 pointer arithmetic summary
9.8.3 void pointer type
Problem sets
Chapter 10 structure with the appropriate computer theory (section 4 + 4 quarter)
10.1 overview
10.2 define a structure type of variable method
10.3 structure variable references
10.4 structure of variable initialization
10.5 structure array
10.5.1 definition structure array
10.5.2The structure of the array initialization

10.5.3 example of structure using arrays

10.7 use pointer list processing

10.7.1 overview list

10.7.2 simple list

10.7.3 handle dynamic linked list the required functions

10.7.4 establish dynamic linked list

10.7.5 output list

10.7.6 delete operation of linked list

10.7.7 insert of linked list

10.7.8 integrated operation of linked list

《VB Program Design》course outline

Course code：08021205

Teaching requirement

Mastering Visual Basic integrated development environment and object-oriented programming method, Visual Basic programming concepts (objects, properties, events, and methods), understanding Visual Basic event-driven programming feature. Editing simple VB program, and mastering VB coding rules, VB data types, variables, constants, declarations, and to use, grasp the use of operators and expressions, mastering VB data input and output methods, see inside VB function.

Based on control the availability of ordered structure structure and looping constructs, to write select VB program, mastering the If conditional statement and the Select Case selection statement, master For ... Next and Do ...Loop loop, grasp the twofold loop, understand multiple loops, Exit and Goto statements, these procedures are simple debugging method.

Control arrays and array of concepts, mastering the process of defining and applying and mastering application Sub procedures and Function procedures, parameter passing modes and

characteristics of the mastering process, process, understand the scope of the use of Shell functions.

Master in control applications, forms, design and application of design and application, multiple forms, menu design and application, the mouse and keyboard in response to an event.

Learn VB files system, master files, random files are created and used, in the order master file system control application.

Learn Visual Basic advanced interface design techniques, including: toolbars and status bar design, create and use of common dialog boxes, graphics, multimedia applications, database technologies.

This course teaching hours per week 4 hours, a total of 4x14 week, 56 hours.

Teaching point

Chapter 1 overview of Visual Basic programming

Through this learn to understand the visual program design, the basic concept of object-oriented programming and the integrated development environment of VB. The characteristics of Visual BASIC and development history. To make the students understand the concepts of objects, properties, methods and events.

Chapter 2 simple VB program design

To master the basic steps of application development. Familiar with

the form, command buttons, text boxes, tags, the basic properties, methods and events.

chapter 3 the VB language

Master the basic knowledge of the VB programming. Standard data type, user-defined data types, constants, the definition and usage of variables. Numerical expression, character expression, relational expression, the use of logical expression and writing rules of right. To master the use of common function, to grasp that the encoding rules of the Visual BASIC program.

Chapter 4 the basic control structure

Master program of three basic structure and the commonly used algorithm. Choose the usage of the structure, the IF statement, IF statement, SELECT a CASE statement, the FOR - the NEXT statement, the DO LOOP statement. Choose the design of the program algorithm structure, master the single branch, branch and the use of multi-branch conditional statement. Loop structure program compiling method, master the use of single, double and multiple cycles. To master how to control the loop condition, prevent the infinite loop or loop.

Chapter 5 array

Understand the concept of an array, the array, the definition of static and dynamic array array, the array of initialization. An array of

basic operation, the array element references, array elements of the input and output. Control the use of an array. Use an array of the design of the algorithm.

Chapter 6 process

Master process definition and calls, the concept of process and the writing methods, functions and SUB process, master the concept and use recursion method, master the corresponding relation of parameters and arguments, to grasp the method of value transfer and transmission of the address, control variables, functions, and scope of the process, using process in program design of programming skills. Difference between Sub process and the Function of the definition and calls. Be familiar with commonly used algorithms in the program design.

Chapter 7 The commonly used control

Master the commonly used control OptionButton (radio button), the CheckBox (check box), Frame (Frame), ListBox (list box), ComboBox (combo), Hscroll, Vscroll (scroll bar), the Timer (clock), the use of common properties, methods, and events. Understand the basic usage of other controls. Learn a few common keyboard and mouse events, KeyPress events, KeyDown and KeyUp event, MouseMove event, MouseDown and MouseUp events. Preliminary master creation based on graphical user interface of the application

process, as well as the application of writing skills.

Chapter 8 interface design

Understand and grasp the basic design method of VB interface. Learn how to use common dialog programming, master the design method of the window menu, pop-up menus, menu editor using and events in the process of design, grasp the toolbar, the use of the image list box control, master the use of the status bar control. Integrated application of learned knowledge, has the visual interface of the application.

Chapter 9 files

Understand and grasp the VB file system controls common properties, methods and events. Mastering the sequential and random access of the file, the file open, close and read and write operations, to grasp the method of document control and file operations, file type and structure. The use of learn to file the application.

Chapter 10 graphics operations

Understand the graphical capabilities, master the methods of establishing graphics coordinate system, and to grasp the method of graphical controls and graphics, master the commonly used geometric figure drawing, master the methods of simple animation design.

Chapter 11 Visual Basic and database

Know something about the VB database access technology and application. Master Data, Data control properties, methods and events, to master the use of database bound controls, record in the database insert, delete, modify, and VB and different database connection methods.

《Database Application Technology》 course outline

Course code: 08011217

Teaching requirement

Enable students to focus on access to information, the interaction between information technology and modern management, computer information processing platform, data platforms and network platform, the basic concepts, principles, techniques, methods, and applications, and so on. The course number of teaching hours per week 4 hours, total 60 hours a semester. 30 class hours on machine.

The teaching content

textbook chapters, focus, and scheduling

chapter1 summary of database system

The first section information, data, and data processing

1. concept

2. the three relations

the second section the development of data management technology

1. artificial management stage
2. the file management stage
3. database management stage

The third section com position and structure of the database system

The composition of database system

Level 3 * model structure

The fourth section database management system

The function of DBMS *

The working process of the DBMS

chapter 2 data model (section 4 + 4 computer and theory)

The first section summary of data model

1. the basic terminology
2. the three elements of the data model

the second section conceptual model

1. A basic concept, information world
2. the conceptual model representation

The third section database type

1. A hierarchical database
2. the network database
3. a relational database

chapter 3 relational database

1. The basic concept of relation model

2. The relationship between mathematical

The second Section The definition for relationship

1. domain, Descartes sets, relations, yards

2. the relationship between the six properties

The third section The integrity of the relations

1. the entity integrity *

2. the referential integrity *

3. user-defined integrity

The fourth section relational algebra

1. traditional set algebra

2. the special relationship between operations

chapter 4 database normalization theory

The first section function dependency

1. the basic concepts

2. Armstrong axiom

3. the judgment of code *

The second section Paradigm and standardization

The third section the relational schema decomposition

1. the principle of decomposition

2. the decomposition method

chapter 5 database design

The first section summary of database design

1. the content of the database design
2. the database design personnel
3. the database design steps

the second section demand analysis

1. demand analysis steps
2. the data flow graph and data dictionary

the third section Conceptual structure design

1. A method of conceptual structure design
2. the concept of structure design steps

The fourth section logical structure design

1. logical structure design steps
2. the relational schema transformation *
3. the optimization of relational schema

Chapter 6 VFP system basis

The first section VFP system overview

1. the historical evolution
2. the characteristics of VFP6.0

The second section VFP installation and interface

1. The installation and start-up of VFP,
2. the VFP interface is introduced

the third quarter data and data operation

1. constants and variables
2. the expression
3. functions,

chapter 7 The establishment of the table

the first section The establishment of table and table structure

1. the establishment of the table structure
2. display, modify, table structure
3. tables, delete, copy, and renamed

The second section The operation of the table

1. the table data input
2. according to records
3. record
4. change records
5. remove and recovery record

The third section calculation and statistics command

Chapter 8 Visual FoxPro database and its operating

The first section VFP database and established

1. to set up the database
2. change the database
3. delete the database

the second quarter Database tables in operating *

1. to set up the table

2. the modified table structure

3. the operation is * records in the table

The third section index

1. the basic concepts

2. in the table set indexed in the juice machine

3. use command index

4. using the index *

The fourth section workspace

1. work area and alias

2. select the workspace

3. data workspace

The fifth section data integrity

1. Entity integrity and primary key

2. the domain integrity and constraint rules

3. The link between the three, referential integrity, and table

Chapter 9 queries and view

The first section SQL queries

1. A definition, SQL functions

2. the SQL query function

3. SQL operations function

1. insert

2. the update

3. delete

The second section query designer

1. the establishment of the query designer

2. the use of the query designer

3. running the query

The third section view designer

1. The concept of a view

2. set up the view

3. using the view designer

Chapter 10 program design basis

Section 1 overview of program design method

1. the basic concepts

2. create, modify, and run the application

the second quarter The basic structure of the program *

1. sequence structure

2. the loop structure

3. the structure of the branch

4. the actual cases

The third section module program

1. The definition of module and call

2. the parameter passing

3. the scope of the variable

《Multimedia Technology》course outline

course code：08021202

Teaching requirement

Enable students to master the process of animation production oriented, including installation, startup, and exit Authoware, text, graphics, images, sounds, animations, and video objects to create branching and loops, variables and functions, production, packaging and publishing of the game, and an example of integrated development. This course 4 hours per week, and 60 units a semester. Theory and practice in half.

Teaching point

Chapter 1 introduction of Authorware 7.0

1. the main functions and characteristics of Authorware
2. the Authorware7.0 installation, start up and quit
3. Authorware7.0 work interface
4. Authorware7.0 relevant documents in the basic operation and ICONS

Chapter 2 the application of the text

1. figure mark applications
2. the text object creation and editing

Chapter 3 the application of graphic images

1. A drawing and editing, graphics objects
2. the establishment of the image object with the editor
Chapter 4 the application of sound
1. Voice checker icon attribute
2. Second, the voice control
3. voice compression
Chapter 5 the application of digital movie and DVD
1. the establishment and application of digital movie object
2. the establishment and application of DVD object
3. use GIF animation
4. use the QuickTime animation
5. the broadcast media synchronization
Chapter 6 The effect of object Settings
1. transformation, waiting and erase the application icon
2. the application of mobile icon
Chapter 7 the implementation of human-computer interaction
1. An overview of interactive icon
2. the button response and application example
3. hotspot response and application examples
4. the hot object response and application example
5. the response of target zone and the application example
6. the response of drop-down menu and application examples
Chapter 8 the realization of human-computer interaction
1. text input response and application examples
2. the keypress and application instance
3. conditions, response and application example
4. retry limit response and application example
5. incident response and application examples
Chapter 9 structured programming

1. The use of group icon
2. the calculation of the use of ICONS
3. judgment, ICONS and their properties
4. The creation of the order branching structure
Chapter 10 framework and application of the navigation icon
1. Using the framework icon to create a frame structure
2. the navigation icon in the application
3. the use of hypertext
chapter 11 The use of variables, functions, and expression
1. variables,
2. the function
3. expressions,
4. program statements
Chapter 12 use Xtras and ActiveX controls
1. Xtras type and use
2. use the ActiveX control
Chapter 13 object library, module, and knowledge
1. libraries, create and use
2. the link update and identification
3. module to create and use
4. the use of knowledge objects
Chapter 14 debugging, packaging and release of the works
1. testing and commissioning of the works
2. packaging and release of the works
3. the use of the path
4. release file organization
Chapter 15 Authorware network functions
1. the networking of the Authorware
2. based on Web Authorware program design thought

3. program using pictures and sound
4. access to network resources
5. with sending email knowledge object implementation email sent
6. Using SMTP. Function in U32 file to send E-mail

Chapter 16 The steps of software development

1. The development of multimedia software requirements analysis
2. The development of multimedia software of pre-planning
3. The composition of multimedia software development personnel
4. The software engineering thought
5. Multimedia software development steps
6. The hierarchical structure of the multimedia software

Chapter 17 comprehensive development of instance - test system

1. instance analysis and design development
2. the Authorware7.0 database support
3. login system development
4. program frame building
5. code analysis, and writing

《Director Application Technology》

course outline

Course code: 06011213

Teaching requirement

Section1 interactive Director

1. Understand the interactive knowledge
2. Understand the basic functions of Director MX 2004 software and the working environment
3. Master performer and actor in Director MX 2004 table operations
4. Mastering the stage in Director MX 2004, screenplay and Elf action
5. Master the movie release method

Section 2 Director multimedia components

1. To grasp the "drawing" window operations
2. To grasp the "text" window and "domain" window operations
3. Become familiar with the different models ways to use the controls in the tools Panel

Section 3 behavior, Lingo language foundation and application

1. Understand and grasp the relevant knowledge of the acts and operations

2. Master the Lingo language basics
3. To grasp objects through Lingo language control methods and procedures

Section 4 art and design Foundation

1. Understanding the basics of graphic design
2. Mastering text in graphic design and its application
3. Master graphics applications in graphic design
4. Master the ways of graphic design and function
5. Application of master in graphic design
6. Understanding the basics of animation
7. Understanding the basics of digital audio
8. Understanding the basics of digital video

Section 5 Make interactive paintings instances

1. Combining with the instance, mastering the interactive animation production process
2. Master the ways of interactive animation several interactive

Section 6 of the portfolio of the interactive CD

1. Combining with the instance, grasp the interaction process
2. Combined with the knowledge of art and design, interactive works of master planning process

《photoshop》course outline

Course code：05011209

Teaching requirement

Learning Photoshop7.0 basic operation and basic concept, window before operation and image display control, drawing creation, drawing and setting, selection of the use of editing tools, image editing operations, basic knowledge of the use of the history panel, layer and should be left, in the use of images used in the text, the channel, the use of mask, path of basic knowledge and application, the use of the actions panel, image extraction and liquid, design creation, the use of the filter, image color and color adjustment, image of prepress processing and output, and improve the knowledge of Photoshop7.0 integrated instance.

This course classroom teaching hours a week for 4 hours, a semester, a total of 60 class hours.

《Dreamweaver Web Design》course outline

Course code: 08011218

Teaching requirement

Students are required to understand the background of Web pages, master Web design trio of relationship to one another in Web design to know Dreamweaver MX interface, creating a site structure. This course is classroom teaching hours per week 4 hours, total 60 hours a semester. Theory and practice courses for 1:1.

Teaching point

Chapter 1 web design basis

Understand the basic principles of web page creation, master the basic layout, the layout of pages

Chapter 2 Dreamweaver MX 2004 introduction to Chinese version

Familiar with Dreamweaver MX 2004 Chinese version of the working face, good command of basic operations: create, open, save, web page and set properties.

Chapter 3 set site

Building local site, edit, copy, delete the site

chapter 4 the basic operations of a web page elements

Master the basic operation of text, images, insert and edit, insert images or multimedia objects

Chapter 5 HTML code

Basic HTML code, the color of the edit text format to use HTML code. Able to open the quick tag editor, edit tag editor quickly

Chapter 6 hyperlinks

Mastering the basic text links, URL link. To set properties for hyperlinks.

Chapter 7 tables and layout

Mastering the basic operation, will use form layout form

Chapter 8 framework

Basic operation: the framework of create predefined framework set, select frame and the frame set, edit frame, save a frameset and framework, delete framework, set up framework background of the page

chapter 9 The use of layer

Can carry on the basic operation to the layer and change the size, location. Set of parameters and layer properties.

Key master show and hide layer and forms and transformation

Chapter 10 interactive form

The ability to create and modify the form object

chapter 11 The application of CSS

Skilled to create and use CSS, to modify, copy and delete CSS styles.

Chapter 12 behavior

Mastering the basic operation: layer exchange, exchange of recovery image, pop-up message, open a browser window, drag, play sounds, show - hide layer, display the pop-up menu, set the navigation bar image, go to the URL and load images in advance.

《ASP.NET Development Technology》

course outline

Course code: 08021205

Teaching requirement

Emphatically so that students have a good command of Web runtime environment settings, HTML tags, and common internal controls, Web controls, and event-driven kernel object, database, programming, debugging and handling of errors, XML and Web service complex technical applications, Web design, Web site design and comprehensive training. This course is classroom teaching hours per week 4 hours, total 60 hours a semester.

Teaching point

Chapter 1 Web and ASPNET profile

1. understand the basic knowledge of Web, asp.net technology background, the relationship between asp.net and the Web.

2. installation. NETFrameworkSDK, installation Microsoftlis, establishing the ASPNET development environment

Chapter 2 ASPNET programming basis

1. HTML form

2. the.net development platform
3. master a simple ASP.NET application: view the contents of the database, according to the content of the web page input, display the date, display "helloworld", increases gradually, etc.

Chapter 3 ASPNET programming basic rules

1. ASP.NET application and ClientSideScript, ServerSideScript
2. the grammar asp.net
3. The grammar of VB.NET

Chapter 4 form controls

1. forms the basic operation
2. the Web form control
3. Web form validation controls
4. web form validation

Chapter 5 ASPNET object

Grasp objects: ASP.NET Page objects, the object of the Response, the Request, the Server object, Web application foundation, AppUcation object, the object of Cookies, SessiOn object

Chapter 6. NETFramework libraries

Master NETFramework library basic concept, math, String manipulation, String manipulation System. The String class methods, System. A DateTime class attributes and methods, the Random number System. The Random class methods

Chapter 7 ASPNET and relational database

1. grasp the basic concept of a relational database, Web database basic concept, common relational database systems: essentially, MicrosoftAccess, data definition language (DDL)

2. the data query language DQL, data manipulation language DML, create a database connection.

Chapter 8 common Web application system

1. member management system function is introduced
2. the graphical visitors counting system
3. BBS system

《Computer English》course outline

Course code：08021208

Teaching requirement

Students are required to master English vocabulary of computer science and technology specialty; proper understanding of computer science and technology specialty literature; understanding the basic English format and key grammar; have a certain expression in English statements of the theory and practice of computer operation ability. The course teaching hours for 3 class hours per week, a total of 45 hours of the semester.

Teaching content

1 Introduction to Computer Science and Technology
2 Fundamentals of Computer Hardware
3 Operating System
4 Programming
5 Design and Analysis of Algorithms
6 Parallel Processing
7 Data Mining and Applications
8 Image Processing and Machine Vision
9 Computer Networks and Communications
10 Information and Network Security
11 Electronic Commerce
12 Internet Congestion Control
13 Internet Academic Exchanges

《Editing Technique of News and Network》course outline

Course code：08011211

Teaching requirement

1. According to the syllabus and teaching points for teaching, guide and encourage students to do more thinking, more analysis, and mastering basic theories of network news.
2. hold thematic explanations, to combine theory and practice.
3. teach mainly, and combined with the online operation at the same time. Students are required to meet specific issues of mutual exchanges, discussions, so that students know about nature of network journalism.

Teaching point

chapter 1 introduction

In this section to learn the basic concept of network news. The research object and contents of network news; Internet news business process analysis; Learning methods and requirements of the network news, etc.

chapter 2 network news interview

In this section to learn the meaning and characteristic of network news; The basic principle of network news; Online access to news stories; Online news; Mailing list published news content, etc.

chapter 3 network news editor

In this section to learn network news editorial policy; The manuscript; Modify the manuscript; The title of the network news production, etc.

chapter 4 site planning and web content

In this section to learn basic knowledge; Site planning; Page design; Content arrangement, etc.

Chapter5 website streaming media production

In this section to learn web streaming overview; Audio stream media production; Streaming media production; Streaming media files on the Internet; Competition and the application of streaming media content.

Chapter 6 network news commentary and online public BBS

In this section to learn the concept of network news commentary and nature; The basic knowledge of network BBS; Network news comment topic, planning and discussed; With the management of the network BBS spot bamboo's quality requirements, etc.

Chapter 7 the internationalization of network news transmission

In this section to learn foreign news site types and main features;

Our foreign difficulties and countermeasures of network news transmission; The specific requirements of the network news spread, etc.

Chapter 8 Hits and online surveys

In this section to learn what is a hit; How do online survey and so on.

Chapter 9 online management of network news media

In this section to learn website news propaganda organization planning and management; Let students understand Internet as promulgated by the international and domestic in recent years some of the rules and regulations.

《PremiereVideo Editing Technology》

course outline

Course code：08021207

Teaching requirement

Enable students to master the camera oriented based video editing and production (part), the Premiere digital video editing, creative 21 nonlinear editing systems, Pinnacle video editing systems and integrated video production training.

This course is classroom teaching hours per week 4 hours, total 60 hours a semester.

Teaching point

Chapter 1 camera basis

1. An overview of camera
2. the operation of the camera
3. shooting skills
4. camera ran out
5. he photographic composition
6. photographic equipment maintenance and maintenance

Chapter 2 video program director and production

1. video program director

2. the use of video equipment

3. video program production system

4. video programming

5. the TV audio production

Chapter 3 Premiere digital video editing

1. nonlinear editing

2. the frame and frame rate

3. digital video and video compression

4. the digital audio and the audio compression

5. the audio and video file formats

6. digital editing equipment

7. know the Premiere Pro

8. the Premiere Pro work interface

9. transition effects

10. production subtitles

11. the use of video filters

12. sound processing

13. the video acquisition

Chapter 4 creative 21 nonlinear editing system

1. creative 21 nonlinear editing system installation and setup

2. creative 21 nonlinear video editing

3. using Photoshop creation in a creative 21 of the bitmap

4. using 3 ds Max in a creative 21 animation

5. the creative 21 used with Premiere and After Effects

6. in creative 21 into the audio

Chapter 5 Pinnacle Studio film production system

1. the hardware and software installation and setup

2. the Pinnacle Studio editing interface

3. system Settings and management

4. selection of collection source

5. the collection format

6. edit Settings

7. CDS and voice-over Settings

8. making video Settings

9. make CD set

10. material acquisition

11. the material editor

12. subtitling

13. output film

14. small film production instance

Chapter 6 comprehensive training video production

1. topic selection, planning, creative

2. the text copy, especially in the writing of the manuscript

3. material
4. the continuity girl
5. write a commentary
6. pickups, or find information
7. material collecting and editing
8. to make the opening, the end, subtitles
9. filled with explanations, music

《3D Animation Technology》course outline

Course code：01031211

Teaching requirement

This material is the basis for 3ds Max application written a getting started tutorial. Pursuant to the operation of the textbook and taught himself law, introduces basic concepts and basic operations, students master the basic operations of profit of these basic concepts on the basis of more in-depth explanations of the content, strictly follow the elementary principles. Students are required to master the basic concepts and methods of operation.

Enable students to grasp basic concepts by example during basic operations, large white's ideas, and learn some tips for making it.

This course is classroom teaching hours per week 4 hours, 60 units a semester.

《Illustrator Grapgics Technology》

course outline

Course code：05011260

Teaching requirement

Focuses on enable students to master the process of image manipulation, graphic design, including workflow, regular shapes, lines, and draw free-form curve creation, diverse, padding, text-editing, graphics, organization, add artistic effects, bitmap editing, etc.

This course is classroom teaching hours per week 4 hours, total 60 hours a semester.

Teaching point

Chapter 1 summary of Illustrator and workflow

1. theory of knowledge, computer graphic arts design
2. the purpose of the Illustrator
3. start the system
4. to create a new file
5.set the drawing page
6. open, import, and save the file
7.work Settings interface

8. Illustrator software drawing process in general

chapter 2 rules drawn graphics

1.select tools to use

2.the use of the rectangle tool

3. the oval tool

4. three elliptical

5. the spiral tool use

6.the use of drawing tools

7. the use of polygon tool

8.symbol shape tool use

chapter 3 straight lines and the creation of a free curve

1. the use of hand tools

2. the use of shape tool

3.the conversion between the lines and curves

4.node, tips, smooth and symmetry

5. the starting point

6.connection path

7. clipping paths

8. scaling node

9. rotating node

10. alignment node

11. bezier tool use

12.at three curve tool use

13.The use of natural pen tool

Chapter 4 variety filling

1. the use of tools

2. the PostScript tool use

3. the use of the contour tool

Chapter 5 text editor

1.input text

2. the format text

3.edit the style of the font and size

4. edit text spacing

5.add text line

6.transform text case

7.alignment, text

8. a single text editor

9. edit the paragraph text

10. the paragraph text embedded graphics

11. link text boxes

12. make the text adaptation path

Chapter 6 graphics

1.arranging the graphics

2.group, combination, split the graph

3. welding, intersection, trim figure

4.the graph transformation

5. the object manager

Chapter 7, add artistic effects

1.the use of interactive reconciliation tools

2.the use of interactive transparent tool

3.The use of shadows, interactive tools

4.the use of interactive three-dimensional tool

5.The use of outline, interactive tools

6.the use of interactive deformation tools

7.the use of interactive sleeve tool

Chapter 8 the bitmap editor

1. transformation, the bitmap

2. cut the bitmap

3. the use of bitmap color mask

4. the use of bitmap effect

《Flash Animation Production》course outline

Course code: 08021210

Teaching requirement

Master Flash MX software environment and tools used, the creation and use of components.

Master the development of simple animation, guide layers and the use of a mask layer, and method for adding sound and images;

Familiar with Action Script application behaviors and actions, to buttons, frames, set animation action

UI components can be used to create various user interface, master output and publishing;

Students using Flash MX and combine their specialty, ability to solve certain problems.

This course is classroom teaching hours per week 4 hours, total 60 hours a semester.

《Excel》course outline

Course code: 08021210

机电工程学院

Teaching requirement

Enable students to focus on mastering Excel formulas, charts, and statistical data, such as the advanced applications and can be applied in real work contexts.

The course teaching hours for 3 class hours per week, a total of 45 hours of the semester.

Teaching point

1. workbook, and work table commonly used techniques
2. cell operation
3. formula and function
4. use the name
5. handling the date and time
6. data, logic judgment and processing
7. the text data processing
8. find CHOOSE function data
9. data summary calculation
10. data statistical analysis
11. a chart

12. pivot analysis

13. financial accounting application project

14. data import and export

15. macro and VBA overview - a custom function

《Game Programming》course outline

Course code：08021209

The nature of the course, tasks and goals

Game programming is as a professional elective course for students majoring in computer multimedia technology, a certain programming for the basic knowledge, familiar with object-oriented programming ideas, have a certain interest in game programming students electives. Through mazes, play chess, snake, elastic ball, finding fault, drag, knock the chicken, such as air combat game teaching to make students master the use of Flash software design and development basic principle, method and application of the simple game technology, can through the in-depth study of Flash software, master the simple 2 d game development methods.

Teaching requirement

Enable students to focus on mastering Flash graphics, interactive buttons, interactive relationship between scripting languages, familiar with Flash development in the example exercise steps and techniques of the game, practice the game design process.

The course number of teaching hours per week 4 hours, semester a total of 56 lessons. Teacher combines lectures with students on board, two hours for about 1:2.

《Principle of Advertising and Case Analysis》 course outline

Course code: 01011204

Teaching requirement

Students need to master advertising-oriented framework, processes and procedures, advertising creative strategy, performance and production, types of strategies, plans, and media planning, advertising effectiveness evaluation method and common technologies and project specific evaluations of advertising.

The course teaching hours for 3 class hours per week, a total of 45 hours of the semester.

Teaching point

Chapter 1 summary of advertising

1. the features of advertising
2. advertising category
3. the influence of the advertisement and role
4. the research object of advertising
5. the relationship between advertising and other disciplines

Chapter 2 brief history of advertising development

1. the origin and evolution of advertising

2 the development of Chinese advertising brief

3.foreign advertising development situation

chapter 3 advertising opportunity analysis

1. the advertising environment

2. the consumer behavior

3. product and brand

4. advertising survey

chapter 4 advertising planning

1. In the meaning and characteristics of, advertising planning

2. the content of the advertisement plan

3. the advertising budget

4., advertising planning book writing

5. the integrated marketing communications planning

chapter 5 advertising strategy

1. advertising performance

2.advertising creative

3. advertising positioning

4. advertising expression

Chapter 6 AD copy

1.the basic concept of AD copy

2. the AD title

3.advertising text

4.advertising slogans

5. radio and television advertisement writing

Chapter 7 advertising design and production

1. advertisement of visual design

2. the design and manufacture of print ads

3. the design and manufacture of electronic advertising

4. the use of computer design technology

5.the use of other skills

Chapter 8 the advertising media strategy (5 hours)

1., category and characteristics of advertising media

2.the media plan

3.media mix strategy

4. advertising schedule decisions

5. the Internet media

Chapter 9 advertising organization and management

1. An advertisement, the history of the organization

2. the professional advertising organizations

3. advertisers, advertising organizations

4. media advertising organizations

5. advertising organizations

Chapter10 advertising effect determination

1. the meaning and characteristic of advertising effect

2.the determination of the advertising communication effect

3. the effect of advertising sales

4. the determination of advertising social effect

Chapter 11 advertising management

1. In the meaning and characteristics of, advertising management

2. the content and methods of advertising management

3. the rule of advertising and advertisement examination

4. overseas advertising management