Course Outline for CIS 59A

WEB DEVELOPMENT: HTML/XHTML

Effective: Fall 2005

I. CATALOG DESCRIPTION:
   CIS 59A — WEB DEVELOPMENT: HTML/XHTML — 2.00 units

   Introduction to publishing on the World Wide Web (WWW). Topics include: creating Web pages with markup languages, including HTML/XHTML, file management for the Web, and uploading files via File Transfer Protocol (FTP) to a web server. This course includes coding with mark up languages, cascading style sheets, and introduction to scripting (JavaScript), the use of images and other media (audio, video) on the Web, and interactive tools like forms and image maps. This course prepares apprentice Web designers and developers to identify the information needs of a client, design appropriate WWW solutions, and implement them.

   2.00 Units Lecture

   Strongly Recommended
   CIS 50 - Intro to Computing Info Tech

   Grading Methods:
   Letter or P/NP

   Discipline:

	MIN
Lecture Hours:	36.00
No Unit Value Lab	18.00
Total Hours:	54.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 2

III. PREREQUISITE AND/OR ADVISORY SKILLS:

   Before entering this course, it is strongly recommended that the student should be able to:

   A. CIS50

IV. MEASURABLE OBJECTIVES:
   Upon completion of this course, the student should be able to:
   A. Create basic web pages using hypertext links to other URLs, insert graphic images; change and modify fonts and colors for the web page text, insert basic sound capability;
   B. Use an HTML editor, graphics image editor, and special effects applications to speed development of the web page tag code and enhance web page presentation;
   C. Discuss the role of web browsers, client side processing, server side processing;
   D. Discuss the many information formats of the Web, and use them in the Web site;
   E. Use File Transfer capability to send web pages source code to a distant web server to maintain a web page.

V. CONTENT:
   A. Internet and WWW operations
      1. Physical and Software levels of formal networks
      2. TCP/IP and packets
      3. Displaying of information across the Internet
   B. The role of Generalized Markup Languages, and its relationship to HTML/XHTML
      1. SGML, XML, DHTML
      2. Document-Type Definitions (DTD's)
      3. The HTML/XHTML DTD
   C. Web servers
      1. HTTP Protocols
      2. The role of a web server
         a. server side processing
         b. client side processing
   D. Building web pages with HyperText Markup-Language (HTML/XHTML)
      1. Simple tagged HTML/XHTML
      2. Frames

        3. Tables
        4. Radio-buttons
        5. Headings
   E. Search Engine and Searching methods
        1. Capabilities of various search engines (yahoo, hotbot, askJeeves)
        2. Free searching/indexing software
        3. Commercial searching software
   F. History of the Web, along with social and legal implications
   G. File Transfer
        1. Find a web space host
        2. Use of index.html file
        3. Upload of HTML/XHTML document to web space host
        4. Security aspects of web pages

VI. METHODS OF INSTRUCTION:
   A. **Lecture** -
   B. Classroom discussion
   C. Computer demonstrations with overhead display panel
   D. Discussion boards
   E. Lab experience: hands-on lab assignments and web design projects
   F. PowerPoint presentations
   G. Chat rooms
   H. Read text and other supplemental sources (example, Internet sites)

VII. TYPICAL ASSIGNMENTS:
A. Lecture a) Creating headings, paragraphs, and lists b) Adding Javascript to an HTML/XHTML document B. Reading a) Read the chapter on Introducing Working with Fonts, Colors, and Graphics b) Read the U.S. Department of Labor Bureau of Labor Statistics Occupational Outlook Handbook Web Developer jobs C. Hands-on lab assignment, such as: a) Use Notepad to create a HTML document b) Find web sites that explain HTML tags c) Find a web site and save and print its source code d) Upload your web page to a web lost

VIII. EVALUATION:
   A. **Methods**

        1. Exams/Tests
        2. Quizzes
        3. Class Participation
        4. Lab Activities
        5. Other:
           a. Methods
              1. Quizzes and final examination
                 a. Typical questions: Objective
                    1. HTML stands for _____.
                       1. Hypertext Markup Language
                       2. Hide Text Markup Language
                       3. HyperTension Markup
                  2. Who defines the guidelines for XHTML tags
                    1. Netscape
                    2. Microsoft
                    3. W3C
               2. Graded hands-on lab assignments
               3. Web site evaluation
               4. Relevant active participation
   B. **Frequency**

        1. Frequency
           a. Two to three quizzes, examinations (mid-term, final)
           b. Weekly hands-on lab assignments to reinforce and demonstrate mastery of the various tools

IX. TYPICAL TEXTS:
   1. Carey, Patrick *Creating Web Pages with HTML and Dynamic HTML*. 3rd ed., Course Technology, 2004.
   2. Castro, Elizabeth *HTML for the World Wide Web.* 5th ed., IDG Peach Pit Press, 2004.

X. OTHER MATERIALS REQUIRED OF STUDENTS:
   A. Mobile storage device: zip disk, flash drives, CD RW
   B. Access to the World Wide Web with any major Web browser