Course Outline for CIS 85B

WEB DEVELOPMENT: DREAMWEAVER II

Effective: Spring 2018

I. CATALOG DESCRIPTION:
   CIS 85B — WEB DEVELOPMENT: DREAMWEAVER II — 2.00 units

   In this course, you'll learn and demonstrate intermediate web page and site design skills using Dreamweaver web authoring software. Some powerful features lie just below the surface in Dreamweaver, including precision positioning through layers, expanded interactivity, and even the ability to create JavaScript and Cascading Style Sheets without wading through reams of code. Students will learn to plan, build, organize, upload and manage Web pages as a Web site.

   2.00 Units Lecture

   Strongly Recommended
   CIS 85A - Web Development: Dreamweaver I

   Grading Methods:
   Letter or P/NP

   Discipline:
   • Computer Information Systems

	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: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

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

   A. CIS85A

IV. MEASURABLE OBJECTIVES:
   Upon completion of this course, the student should be able to:
   A. Employ CSS for layout to design web sites
   B. Develop print style sheets to create printable versions of web pages;
   C. Create a web page that contains multiple layers;
   D. Use behaviors to add timeline animations to a web page;
   E. Create JavaScript behaviors and functions to enhance design and create dynamic effects that respond to user actions;
   F. Add rich media objects including flash objects, sounds, and videos to a web page;
   G. Maintain a live web site including checking for broken links, validating HTM: reorganizing pages, and uploading to a remote web server.

V. CONTENT:
   A. Review Dreamweaver basics
      1. Explore an Existing Web Site
      2. Dreamweaver and the Internet
      3. Evolving Web Design Tools
   B. Review Planning and Designing a Successful Web Site
      1. Designing a Web Site
      2. Creating a local, remote site definition
      3. Uploading a web site to remote location
   C. Working with Cascading Style Sheets (CSS)
      1. Using element selector and groups
      2. Using class and ID selectors
      3. Working with contextual selector
      4. Working with print style sheets
   D. Using Layers for Page Layout and Behaviors
      1. Nesting, overlapping and stacking layers
      2. Image maps

        3. Selecting, aligning, and resizing multiple layers
E. Animation and behaviors
    1. Timeline animations
    2. Timeline features
    3. Timeline panel
    4. Editing a Timeline
    5. Adding behaviors to a timeline
    6. Controlling the Timeline
    7. Adding layers to a timeline
    8. Adjusting number of frames
    9. Adding keyframes to show and hide layers
    10. Using behaviors to pause the slides
    11. Previewing a Timeline
    12. Adding a Play Button
    13. Change behavior from onLoad to onClick
F. Spry Elements
    1. Adding to pages
    2. Creating and modifying
G. JavaScript Behaviors
    1. Use JavaScript functions
    2. Create JavaScript alerts
    3. Display message in the Status Bar
    4. Create jump menus
    5. Create image rollovers
H. Adding Rich Media to a Web Site
    1. Understanding and adding media to web site, Flash, Shockwave, MP3, Video
    2. Adding flash text and movies to web sites
    3. Adding sound
    4. Adding videos
I. Managing Websites
    1. Validating HTML
    2. Checking for broken links
    3. Researching web hosting services
    4. Defining, connection, uploading files to a remote site

VI. METHODS OF INSTRUCTION:
A. Classroom discussion
B. **Lecture** -
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. Read text and other supplemental sources (example, Internet sites)

VII. TYPICAL ASSIGNMENTS:

A. Reading 1. Read the chapter "Spicing things with Spry Elements, Behaviors, and JavaScript." Answer the review questions at the end of the chapter. Write one discussion question and come prepared to discuss the question at the next class meeting. B. Hands-on assignment, such as: 1. Created a layered web page for your personal web site. The page should have at least four layers. Name each layers and place it appropriately on the page. Add text and/or images to the layers. 2. Upload the page to a remote server. C. Group assignments 1. Sample: Design a multi-page web site for a business or organization. Perform a needs anaylsis, determine the pages to be developed and elements to be included on each page, including Spry elements, JavaScript behaviors, layers and animations. Each student is responsible for completing a page within the website. Uploaded the final website to a remote web server.

VIII. EVALUATION:
A. **Methods**

    1. Exams/Tests
    2. Quizzes
    3. Group Projects
    4. Class Participation
    5. Lab Activities
    6. Other:
        a. Methods
            1. Quizzes and final examination
            2. Graded weekly hands-on lab assignments to reinforce and demonstrate mastery of the various tools
            3. Group projects
            4. Relevant active participation
B. **Frequency**

    1. Frequency
        a. Two to three quizzes/examinations
        b. Weekly hands-on lab assignments
        c. One or more group projects

IX. TYPICAL TEXTS:
    1. Bishop, Sherry *Adobe Dreamweaver CS4 Revealed.* 1st ed., Course Technology, 2010.
    2. Shelley/Wells *Adobe® Dreamweaver® CS4: Complete Concepts and Techniques.* 1st ed., Course Technology, 2010.
    3. Hart/Geller *New Perspectives on Adobe Dreamweaver CS4, Comprehensive.* 1st ed., Course Technology, 2010.

X. OTHER MATERIALS REQUIRED OF STUDENTS:
A. Mobile storage media
B. Access to the World Wide Web with any major Web browser