

INTERNET PROGRAMMING I
IS 210

COURSE LEARNING OUTCOMES

1. Structure valid Web pages using HyperText Markup Language (HTML) and XHTML
2. Format Web pages using Cascading Style Sheets (CSS)
3. Design usable Web pages and Web sites
4. Code Web pages that are accessible to a diverse, global audience
5. Organize and manage complex Web sites
6. Insert images, hyperlinks, and image maps into a Web page
7. Layout well–designed pages using HTML tables and frames
8. Create HTML forms
9. Incorporate multimedia and JavaScript to provide dynamic Web pages

COURSE OUTLINE

A Structure Web Pages

- A11 Define various versions of HyperText Markup Language (HTML) and XHTML using a Document Type Definition (DTD)
- A12 Structure web page content using HTML structural tags including headings, paragraphs, and lists.

B Format Web Pages with CSS

- B11 Assign text colors, sizes, and fonts using a Cascading Style Sheet (CSS)
- B12 Format hyperlinks in default, active, visited and hover states using a Cascading Style Sheet (CSS)
- B13 Format tables using Cascading Style Sheets
- B14 Write inline styles
- B15 Write and apply external style sheets to a web site
- B16 Write and apply class and ID selectors
- B17 Write and apply pseudo–classes and pseudo–elements
- B18 Position and layer elements on a page with CSS
- B19 Control line spacing, borders, margins and backgrounds with CSS

C Web Page Accessibility and Usability

- C11 Code color schemes, fonts, and font sizes that meet accessibility and usability design guidelines
- C12 Code all web page images so that the page meets accessibility and usability design guidelines for images.
- C13 Code tables that meet accessibility guidelines
- C14 Code pages that meet usability design guidelines

D Web Site Marketing

- D11 Write metatags to market a web page

E Web Site Management

- E11 Publish a web page to a web server
- E12 Organize a complex web site
- E13 Publish a complex web site to a web server

F Images

- F11 Insert and position images using the image tag and its attributes
- F12 Use spacer images to position web page elements

G Hyperlinks

- G11 Code text and images as hyperlinks to other web server content
- G12 Code text and images as hyperlinks to content within a complex web site using relative links
- G13 Code text and images as hyperlinks that create an e-mail message
- G14 Code text and images as hyperlinks to files that will be downloaded (i.e. .zip files)

H Image Maps

- H11 Code an image map

I Tables

- I11 Code and format data tables
- I12 Layout pages using tables
- I13 Use tables to define page widths for various screen resolutions

J Forms

- J11 Create an HTML form
- J12 Code each of the following form elements: button, checkbox, password, radio, reset, submit, text, and textarea

K Frames

- K11 Create commonly used HTML framesets

L Incorporate Multimedia

- L11 Insert Applets into a web page
- L12 Add sound to a web page
- L13 Add video to a web page
- L14 Add Macromedia Flash to a web page

M Incorporate JavaScript

- M11 Code image rollovers
- M12 Evaluate and use JavaScript code found on the Internet