Syllabus

CSC 222 Web Development I

General Information

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Department
Computing Sciences

Course Prefix
CSC

Course Number
222

Course Title
Web Development I

Course Information

Credit Hours
3

Lecture Contact Hours
3

Lab Contact Hours
0

Other Contact Hours

Catalog Description
Web Development I is an introduction to, and the first of a 2-course sequence in web page development. Students will learn how to design and develop basic Web pages using current technologies and tools. Topics covered include the World Wide Web, HTML, XHTML, CSS, and basic digital imaging techniques. This course will serve as an introduction to Internet technologies used to support browsing, file transfers, e-commerce, and standardization. Other topics addressed include web site publishing, accessibility, social communication, and intellectual property rights as they relate to Web content.

Key Assessment
This course does not contain a Key Assessment for any programs

Prerequisites
Either CSC 115 or CSC 116 with a grade of 'C' or better or equivalent experience

Co-requisites
None

Grading Scheme
Letter

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
None

Course Learning Outcomes

Course Learning Outcomes

1. Create a well-designed and well-formed Web site utilizing current standards and practices
2. Demonstrate knowledge in web technologies including HTML, XHTML, CSS, and Image-editing
3. Prepare images for integration into a Web page
4. Select appropriate Web tools for a Web development project
5. Identify Web authoring obstacles/issues created from the lack of standardization by various web browsers and markup language versions

Outline of Topics Covered

HTML/XHTML/CSS

1. History of the World Wide Web and HTML
2. Web support organizations
3. The structure of an HTML document
a. HTML tags
b. Block-Level and Inline elements
c. Lists

4. Web Site Structures and Relationships
   a. Hyperlinks: within a Web page, to another Web page, to Internet Resources

5. Cascading Style Sheets
   a. History and Concepts
   b. Inline, Embedded and External Style Sheets
   c. Styles

6. Special Effects with Cascading Style Sheets
   a. CSS Selectors
   b. Page Layout
   c. Styles and Various Media

7. Web Tables
   a. Structure Options
   b. Formatting
   c. Page Layout

8. Web Forms
   a. Form Elements
   b. Option and Form Buttons
   c. Web Forms and Web Servers

9. Multimedia Integration
   a. Basics of digital audio and video
   b. External and embedded media
   c. Active-X components
   d. Embedding Flash movies
e. Media Players
f. Java Applets

10. Frames
   a. Using Frames
   b. Pros and Cons

11. Well-formed, Valid Documents
   a. SGML -> HTML
   b. XML -> XHTML
   c. DTDs: Transitional, Frameset, and Strict
   d. Validators

12. IMAGE-EDITING
   a. Images: Bitmap versus Vector
   b. File Formats

13. Basic Photo Corrections
   a. Resolution and Image Size
   b. Retouching
   c. Color Modes and Saturation

14. Image Adjustments: Correcting, Adjusting, and Enhancing

15. Layers

16. Compositing Photos

17. Text and Text Effects

18. Preparing Files for the Web