

Course: 305-1: Web Designing-1

Course Code	305
Course Title	Web Designing-1
Credit	4
Teaching per Week	4 Hrs
Minimum weeks per Semester	15 (Including class work, examination, preparation etc.)
Review / Revision	June 2021
Purpose of Course	Design is the process of collecting ideas, and aesthetically arranging and implementing them, guided by certain principles for a specific purpose. Web design is a similar process of creation, with the intention of presenting the content on electronic web pages, which the end- users can access through the internet with the help of a web browser. This course deals with designing of websites.
Course Objective	To make students aware of web terminology and website designing tools. Student can understand and implement the real functions of website development.
Pre-requisite	Basic knowledge of Simple HTML and HTML-5 concepts, windows based applications. Some very basic acquaintance with computers and the www is assumed.
Course outcome	• Students will be able to create, organize and design websites. • Understand elements of design with regard to the web • Get to Grips with necessary functionalities elements
Course Content	Unit 1. Working with HTML5 and CSS: 1.1 concepts of CSS: 1.1.1 Adding CSS (Inline,Internal,External) 1.1.2 HTML Links and attribute.(_self, _blank, _parent, _top) 1.1.3 Absolute URL and Relative URL in <href> 1.1.4 tag and its attributes (src, alt, style,width,height) 1.2 HTML forms : 1.2.1 form Elements and their attributes : 1.2.1.1 form (action, method, novalidate, autocomplete,target) 1.2.1.2 label, input (text, radio button, Checkboxes, submit/reset button) 1.2.1.3 select(id, name,<option>), 1.2.1.4 textarea (name, rows, cols), 1.2.1.5 button(type, onclick) 1.2.1.6 datalist 1.2.2 Media : Video, Audio Unit 2. Design Web Sites Using Bootstrap4 2.1 Bootstrap Introduction 2.2 Grid Structure 2.3 Table, Colours, Alerts, Form Controls 2.4 Buttons and ButtonGroups 2.5 Images, Media Objects 2.6 Pagination 2.7 Bootstrap Grids 2.8 Bootstrap Themes Unit 3. Overview of Java Script 3.1 Overview of Client & Server-SideScripting 3.2 Structure of Java Script 3.3 Data types and Variables

	3.4 Operators (Arithmetic, Assignment, Comparison, Logical and Conditional Operator) 3.5 Control Structure 3.5.1 If...Else, switch..case 3.5.2 While, Do... While, For Loop 3.5.3 break, continue 3.6 Java Script String and Events 3.6.1 Javascript Strings types 3.6.2 String functions: concat(), split(), indexOf(), lastIndexOf(),substring(), trim(), slice(), replace(), charAt() 3.6.3 Javascript Events : 3.6.3.1 Mouse Events : (click, mouseover, mouseremove, mouseout, mouseup) 3.6.3.2 keyboard Events : (keyup,keydown) 3.6.3.3 Form Event : (focus, submit, blur, change) Unit-4: JavaScript Objects : 4.1 Creating object : (By object literal, By creating instance of Object, By using an object constructor) 4.2 Date object : 4.2.1 Date constructor: Date(), Date(milliseconds), Date(dateString), Date(year, month, day, hours, minutes, seconds, milliseconds) 4.2.2 Date Methods: getDate(), getDay(),getMonth(), getHours(), setDate, setMonth(),setDay(), toString() 4.3 Document Object Model (DOM): 4.3.1 DOM concepts 4.3.2 DOM properties 4.3.3 DOM methods : write(), writeln(),getElementById(),getElementsByName() Unit-5: JavaScript Functions: 5.1 JavaScript Functions: 5.1.1 Defining function (with and without parameters) 5.1.2 calling function 5.1.3 return statement 5.1.4 Page redirection 5.2 Dialog boxes : Alert, confirm, prompt 5.3 Form validation : 5.3.1 Basic validation (All form details are filled) 5.3.2 Data format validation (email, number, string, mobile number, name) [All Units carry Equal Weightage]
--	--

Reference Books	1. HTML & CSS: The Complete Reference - Thomas Powell - McGraw Hill Education 2. HTML Unleashed, Darnell Rick –Techmedia 3. HTML, XHTML, and CSS Bible - Steven M. Schafe - Wiley Publications 4. Cascading Style Sheets- The Definitive Guide, E. A Meyer –O'Reilly 5. Java Scripting Programming for Absolute Beginner, Harris -PHI 6. JavaScript Step by Step, Suehring -PHI 7. Bootstrap in 24 Hours, Sams Teach Yourself - JenniferKyrnin 8. Learning Bootstrap 4 - Matt Lambert – Packt Publishing 9. Bootstrap Responsive Web Development - Jake Spurlock - O'Reilly Media. 10. JavaScript and JQuery (Interactive Front-End Web Development) by Jon Duckett 11. JavaScript and JQuery (The missing manual) by David Sawyer MCFarland
Teaching Methodology	Class Work, Discussion, Self-Study, Seminars and/or Assignments
Evaluation Method	30% Internal assessment. 70% External assessment.