



**JSS COLLEGE OF ARTS, COMMERCE AND
SCIENCE**

(AUTONOMOUS)

OOTY ROAD, MYSORE-570025

DEPARTMENT OF COMPUTER SCIENCE

Career Oriented Course in

WEB DESIGN

SEMESTER SCHEME

2017-18 SCHEME

PROFORMA FOR THE SCHEME OF STUDY AND EXAMINATION OF THE CAREER-ORIENTED

CERTIFICATE COURSE IN WEB DESIGN

Semester	Paper and title	Theory Hrs. / Week	Practical Hrs/ Week	Duration of theory exam	Duration of practical exam	Marks for theory exam	Marks for practical exam	Internal assessment marks theory	Internal assessment marks practical
I	Internet Basics and Photoshop	2	2	1	P1 - 2 hrs.	20	60	10	05
II	Illustrator and basic HTML	2	2	1	P2 - 2 hrs.	20	60	10	05
TOTAL									

NOTE:

- IA - 20 marks based on continuous assessment.
- Term end examination - Duration is 3 hours for 80 marks having two parts, PART-A and PART-B
- PART-A Theory oriented questions for 20 marks
- PART - B Practical oriented questions for 60 marks which is split as Practical implementation 50 marks
- Record 10 marks

Program Outcomes:

- PO 01: Demonstrate proficiency in the field of Web Site Design/front-end design of e-commerce
- PO 02: Demonstrate the ability to justify and explain their thinking and/or approach.
- PO 03: Apply the scientific method to design, execute, and analyze an experiment
- PO 04: Develop state-of-the-art laboratory and professional communication skills

INTERNET BASICS AND PHOTOSHOP

4 Hours / week

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Acquire the knowledge and skills in the website/ application components & their working.
- Acquire knowledge and skills in Image editing tools in Photoshop.
- Demonstrate image, logos, and graphics designing activities.

Internet Basics

Introduction to Internet: Origin of Internet, internet and web, Origin of WWW, Web Servers, Web Browsers, HTTP, FTP, DNS, URL, TCP/IP, Email Basics, Security, MIME, Search Engine, Web design Programming tools, Domain name and hosting concepts Introduction to web Design - Difference between static and Dynamic websites

Photoshop

Starting Photoshop CS2: Getting started with Photoshop CS2, opening an existing file, the Photoshop program window, guidelines for working with toolbox, creating a new file, saving files, reverting files, and closing files.

Working with Images: Vector and Bitmap images, opening recently used files, image size, image resolution, editing images, color modes, setting the current foreground and background colors.

Making selections: Making selections, editing selections Painting, Drawing, Retouching Tools: The painting tools, Drawing tools, the retouching tools

Layers: Layers palette, Working with layers, new layer via cut, new layer via copy, hiding or showing layers, repositioning layers, and flattening images.

Filters: Filter menu, Filter Gallery, extract filter, liquify filter, vanishing point filter, artistic filters, blur filters, noise filters, lighting effects, sharpen filters,

REFERENCES

1. Programming the World Wide Web 4th Edition by Robert W Sabesta
2. Internet and World wide web how to program- 4th Edition by P.J. Deitel & H. M. Deitel
3. Multimedia and web Design Course Kit by Vikas Gupta
4. Photoshop CS3 Bible by Lauri Ulrich Fuller and Robert C. Fuller
5. The complete Reference Second Edition Internet by Margaret Levine Young

Total Marks 80: Practical: 60(Theory) +20 (Internal Assessment-Test)

II SEMESTER

ILLUSTRATOR AND BASIC HTML

4 Hours / week

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Acquire the knowledge and skills in website designing HTML scripting.
- Acquire knowledge and skills in website graphics designing and other components using Illustrator.
- Demonstrate website / simple front-end web application designing activities.

GETTING STARTED WITH HTML: BASIC HTML CONCEPTS, THE HTML ELEMENTS, Setting the boundaries with <HTML>, The HEAD element, Giving to a page a <TITLE>, The BODY element Creating a simple Web page, Heading <H1> through <H6>, A new paragraph <P>, Commenting the lines: <!-- ...-->, HTML RULES FORMATTING THE TEXT: THE PHRASE ELEMENTS, OTHER SPECIALTEXT FORMATTING, Indicating program code: <CODE>, Preformatted text, spaces and all: <PRE>, Address information: <ADDRESS>, Drawing a line on the page: <HR>, Centering a block: <CENTER>, Dividing document into sections: <DIV>, CHARACTER ENTITIES

USING LISTS AND TABLES TO ORGANIZE INFORMATION: USING LISTS, Ordered (or numbered) lists: , Where to start a list, What type of list is needed?, Unordered lists: , Using different types of bullets, A definition or glossary list: <DL>, Using the DIR and MENU list styles,

USING TABLES: Basic table structure, Explaining the table: <CAPTION>, Beginning to include data: <TR> Individual data cells and headings: <TD> and <TH>, Cell size attributes: ROWSPAN and, COLSPAN, Cell content alignment: ALIGN and VALIGN ,Using the STYLE attribute

Illustrator: Getting Started, Setting Up the Document, Toolbox, Toolbox Description, Working with Layers, Making Selections, Creating Basic Shapes, Inserting and Formatting Text, Typing on a Path, Placing Images, Working with Objects, Arranging, Grouping, Locking, Applying Transparencies, Applying Styles, Effects and Appearances, Working with Symbols, Saving

REFERENCES

1. HTML Complete Reference 4th Edition
2. Mastering in HTML by 4 Ray and Ray
3. Adobe illustrator CS4 Classroom in a Book by Adobe Creative Team
4. Adobe illustrator CS4 How-Tos: 100 Essential Techniques by David Karlins
5. Adobe illustrator CS4 Revealed by Chris Botello
6. The Adobe illustrator CS4 Wow! Book by Sharin Steuer

Total Marks 80: Practical: 60(Theory) +20 (Internal Assessment-Test)

SCHEME OF THEORY EXAMINATION IN WEB DESIGN

Time: 01 Hrs

Max. marks: 20

1. Answer any TEN of the following : 2 x 10 = 20
(12 questions to be given and 10 to be answered)

- a)
 - b)
 - c)
 - d)
 - e)
 - f)
 - g)
 - h)
 - i)
 - j)
 - k)
 - l)
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Practical question paper pattern

Time: 02 hrs.

Max. Marks: 60

1. Identify / Demonstrate A, B, C & D

25x02=50

2. RECORD

-10
