

Subject Code: 1ET4000211	Subject Title: Web Development Language (HTML)
Pre-Requisite	--

RATIONALE:

Today various technologies are available for developing web-based applications. These technologies can be equally used for developing both web based educational and business applications. These technologies are required for developing online educational applications such as organizational websites, educational website, virtual learning environments etc. and business applications in various fields such as products sale, banking, railways reservation, services etc. Therefore, it is important that the students of polytechnics develop competency to use Hyper Text Markup Language (HTML) technologies for developing professional static web environment. This course would be the basis for developing dynamic web pages which will be taught in latter semesters.

COURSE OBJECTIVE:

The course content should be taught and implemented with the aim to develop different types of skills so that students are able to acquire following objective:

- Understand the principles of creating an effective web page, including an in-depth consideration of information architecture.
- Become familiar with graphic design principles that relate to web design and learn how to implement theories into practice.
- Develop skills in analyzing the usability of a web site.
- Understand how to plan and conduct user research related to web usability.
- Learn the language of the web: HTML and CSS.
- Learn CSS grid layout and flexbox.
- Learn techniques of responsive web design, including media queries.

TEACHING AND EVALUATION SCHEME:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)				Total (Marks)
Lecture	Tutorial	Practical	Credit	Theory		Practical		
				University Assessment	Continuous Assessment	University Assessment	Continuous assessment	
0	-	4	2	-	-	40	60	100

DETAILS OF COURSE CONTENTS:

SR. NO.	TOPICS	TOTAL HOURS
1	Web Site development Essentials 1.1 Overview of Web Design Concepts 1.2 Web Development Teams 1.3 Web Project Management Fundamentals 1.4 Web Site Development Process 1.5	10

	Web Page Layout and Elements 1.6 Web Site Usability and Accessibility 1.7 Configure Browsers Setting 1.8 Navigation Concepts 1.9 Web Graphics 1.10 Multimedia and the Web	
2	Hyper Text Markup Language (HTML) 2.1 HTML and the Evolution of Markup languages 2.2 Create Hyperlinks 2.3 Create Tables 2.4 Create Web Forms 2.5 Image Inserting Techniques 2.6 Create Frames 2.7 GUI HTML Editors 2.8 Site Content and Metadata	12
3	Dreamweaver Basics 3.1 Features of Dreamweaver Interface 3.2 Setting Up a Site with Dreamweaver 3.3 FTP - Site Upload Feature of Dreamweaver 3.4 Create various types of Links 3.5 Insert multimedia including text, image, animation & video	12
4	Cascading Style Sheets 4.1 Cascading Style Sheets for Web page design 4.2 Creating CSS rules in Dreamweaver 4.3 Format Text with CSS 4.4 Use of CSS Selectors 4.5 Embed Style Sheets 4.6 Attach External Style Sheets	12
5	Using CSS with Tables 5.1 Insert and Styling Tables 5.2 Import Table Data 5.3 Style Tables with CSS 5.4 Sort Data in Tables	06
6	Using basic Javascript in webpage 6.1 Javascript for web page designing 6.2 Syntax, variables, values etc of javascript	04

COURSE OUTCOME:

After Completion of this course the students will be able to :

1. Understand correct file and folder structure within computers
2. Write HTML structural semantic markup
3. Understand the Document Object Model
4. Understand relationship of HTML, CSS & JavaScript
5. Create cascading stylesheets (CSS) for device and browser integration
6. Investigate client-side scripting uses
7. Perform online validation and accessibility testing
8. Identify online resources available for rapid front-end development
9. Students will develop and understanding of information design and usability as it applies to interactive media projects.
10. Students will utilize coding and software tools to analyze and present data in a professional manner that could be translated to web-based or app-based media.
11. Students will become familiar with graphic design and be able to apply this theory to real world projects.
12. Students will develop an understanding of the formalistic aspects of design and visual communication.

SUGGESTED LIST OF PRACTICAL:

S. No.	Practical Exercise
1	Study about different tools used in html editing. (Notepad++, Dream Viewer).
2	To Study Structure of HTML page.
3	Practical to perform following tags: Heading, Font.
4	Practical to insert line and break into page.
5	Practical to perform paragraph formatting.
6	Making ordered and unordered list.
7	Practical to insert images in page.
8	Practical to perform marquee tags.
9	Practical to link one page to other page.
10	Practical to embed image, audio and video.
11	Study about Structure of CSS file and types of CSS.
12	Practical to perform following CSS properties on HTML page: Border, Margin, Padding, Height, Width, Text, Fonts, Icons, Links, Lists, Tables, Opacity.
13	Practical to print your name using JavaScript.
14	Practical to use of different operators in JavaScript.
15	Practical to demonstrate different events in JavaScript.
16	Study how to plan and design web site.
17	Practical to demonstrate how to host and upload the web site.
18	Make a simple web site which contains 5 page. (Use HTML and CSS).

LIST OF REFERENCES:

S.No.	Title of Book	Author	Publication
1	Mastering HTML4.0	Ray and Ray	BPB
2	HTML and CSS: the Complete Reference	-	Fifth Edition (McGraw Hills)

E-Learning Websites:

<https://www.w3schools.com/>
<https://www.tutorialspoint.com/>