

THIS IS A REFERENCE SYLLABUS DESCRIBING AN NKU COURSE IN GENERAL. ENROLLED STUDENTS SHOULD CONSULT THE ACTUAL SYLLABUS OF THE COURSE IN WHICH THEY ARE REGISTERED.

INF 286 Introduction to Web Development

CATALOG DESCRIPTION:

INF 286 Introduction to Web Development (3,0,3) An introduction to web design and development for majors in the informatics fields. Web page creation and HTML; site organization and best practices; e-business planning, models and strategies; overview of XML and CSS; introduction to client-side and server-side programming. PREREQ: C or better in MAT 109 (or higher) and INF 110 or INF 120.

LAST TAUGHT: Spring 2009 (B. Bruce, H. Wang)

SCHEDULED LAB USAGE: None

STUDENT BACKGROUND EXPECTATIONS:

1. Familiarity with using file systems (acquired from INF 110 or INF 120).
2. Familiarity with basic programming concepts (from INF 110 or INF 120).

CORE TOPICS COVERED:

- Introduction to the Internet and the World Wide Web
- XHTML Basics
- Configuring Color and Text with CSS
- Visual Elements and Graphics
- Web Design
- Page Layout with CSS
- Links, Lists, and Layout
- Tables
- XHTML Forms (and using server-side processing resources)
- Web Site Development
- Java Script – introduction and intermediate
- Web Multimedia and Interactivity

MOST RECENT TEXTBOOK USED :

Web Development & Design Foundations with XHTML, 4th Edition, T. Felke-Morris (Addison Wesley, 2008).
Chapters covered: 1-11, 14.

SOFTWARE REQUIRED:

Any text editor, or source code editor (such as Notepad++ - free), or web authoring system (such as Kompozer - free); being able to create, understand, interpret, and manage source code is required even if you decide to use a web authoring system that includes a WYSIWYG web-page editor.

STUDENT WORK

Homework assignments and a project using XHTML, CSS, JavaScript; quizzes, one midterm exam, final exam.

LEARNER OUTCOMES

Students will be able to...

1. Use best practices to design and develop a website using XHTML;
2. Understand the differences between XHTML and other markup languages;
3. Understand the use of cascading style sheets (CSS) and implement them for creating page layouts and styles;
4. Use some of the JavaScript capabilities to add interactivity and functionality to web pages;
5. Incorporate user-specified requirements and design preferences into a website;
6. Incorporate media and accessibility requirements into a website;
7. Understand and use server-side processing resources.

CROSS-LISTINGS: None