Course Code: 305-01
Course Title: Web Designing-1

Course Code	305
Course Title	Web Designing-1
Credits	4
Course Category	Major Course
Level of Course	300-399 (Higher Level)
Teaching per Week	4 Hrs. (2 Hours Theory + 4 Hours Practical work)
Minimum weeks per Semester	15 (Including class work, examination, preparation etc.)
Review / Revision	2023-2024
Implementation Year:	A.Y. 2024-2025
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 Outcomes	**CO1:** Develop proficiency in HTML5 syntax and semantics, and CSS styling techniques for creating visually appealing web pages. **CO2:** Implement Bootstrap framework for rapid prototyping and responsive design, ensuring cross-browser compatibility and scalability. **CO3:** Utilize JavaScript for interactivity and dynamic content manipulation, incorporating libraries like jQuery for streamlined development. **CO4:** Demonstrate the ability to integrate HTML5, CSS, Bootstrap, and JavaScript to create cohesive and engaging web applications. **CO5:** Apply industry-standard practices in web development, including code optimization, version control, and responsive design principles.

Mapping between Course Outcomes(CO) with Program Specific Outcomes(PSO)		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
	CO1								
	CO2								
	CO3								
	CO4								
	CO5								

| 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 \<img> 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-Side Scripting
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 Unleased, 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, Lab work, Self-Study, Seminars and/or Assignments
Evaluation Method	50% Internal assessment. 50% External assessment.