






Advanced Diploma in Web Development (902) – Advanced HTML

<p>Prerequisites: Familiarity with the Web and its terminology.</p>	<p>Corequisites: A pass or higher in Diploma in e-Commerce & Web Design or equivalence.</p>
<p>Aim: This course builds on the skills gained in the Diploma level and covers building complex sites using XHTML (the next generation of HTML), CSS (Cascading Style Sheets), and adding simple JavaScript functionality. Frames, Multimedia (sound, video & animation), detailed FTP and directory structure overview, and other design processes will also be introduced. Candidates should expect to fully build a preliminary site by the completion of this subject.</p>	
<p>Required Materials: Recommended Learning Resources.</p>	<p>Supplementary Materials: Recommended textbooks and lecture notes.</p>
<p>Special Requirements: This is a hands-on course, hence practical use of computers is essential. Requires intensive lab work outside of class time.</p>	
<p>Intended Learning Outcomes:</p> <p>1 Identify how to use the Dynamic HTML Object Model and scripting to create dynamic Web pages. Describe the Dynamic HTML object hierarchy.</p> <p>2 Examine the notion of events, event handlers and event bubbling. Be able to create event handlers that respond to mouse and keyboard events. Identify how to use the event object and, ultimately, respond to user actions.</p> <p>3 Discuss how to use filters to achieve special effects. Be able to create animated visual transitions between Web pages. Illustrate how to modify filters dynamically, using DHTML.</p> <p>4 Define Dynamic HTML's notion of data binding and how to bind data to XHTML</p>	<p>Assessment Criteria:</p> <p>1.1 Define Object Referencing 1.2 Understand collections 1.3 Understand dynamic styles and dynamic positions 1.4 Define how to use frame collections 1.5 Understand navigator object 1.6 Understand how to use the frames collection to access objects in a separate frame on your Web page. 1.7 Define how to use the navigator object to determine which browser is being used to access your page.</p> <p>2.1 Describe the onclick event 2.2 Illustrate the onload event 2.3 Define error handling with onerror 2.4 Illustrate how to track the mouse with onmousemove event 2.5 Define rollovers with onmouseover and onmouseout 2.6 Define form processing with onfocus and onblur 2.7 Define form process with onsubmit and onreset 2.8 Define event bubbling</p> <p>3.1 Define flip filters 3.2 Examine transparency with the chroma filter 3.3 Describe the process of creating image masks 3.4 Describe how to add shadows to Text 3.5 Describe how to create gradients with alpha 3.6 Describe how to make text glow and creating motion with blur</p> <p>4.1 Describe how to filter data to select only</p>

elements.	records appropriate for a particular application.
	4.2 Identify how to navigate backward and forward through a database with the Move methods.
	4.3 Describe simple data binding
	4.4 Describe how to move within a Recordset
	4.5 Describe how to bind to an image or table
	4.6 Define how to sort data
5 Describe CSS, their syntax, properties, use in formatting Web pages and controlling content location in pages, and how styles cascade, and how they inherit from each other.	5.1 Describe CSS syntax
	5.2 Demonstrate linking CSS and XHTML
	5.3 Describe inheritance and cascading order
	5.4 Describe box model
	5.5 Define font and text properties
	5.6 Define content positioning

Recommended Learning Resources: Advanced HTML

Text Books	<ul style="list-style-type: none"> • Learn Advanced HTML 4.0 With DHTML by Jose A. Ramalho. ISBN-10: 1556225865 • The Essential Guide to CSS and HTML Web Design by Craig Grannell. ISBN-10: 1590599071 • The Advanced Html Companion by Keith Schengili-Roberts and Kim Silk-Copeland. ISBN-10: 0126235422
Study Manuals 	BCE produced study packs
CD ROM 	Power-point slides
Software 	HTML