बिरसा मुंडा ट्रायबल युनिवर्सिटी
Birsa Munda Tribal University

राजपिपला, जि॰ नर्मदा   Rajpipla, Dist. Narmda
Established by Tribal Development Department, Govt. of Gujarat

School of Science
B.Sc. (Zoology) Programme
Subject Code & Name:- BS03SEZOO1 : Web Development and Design

Teaching and Evaluation Scheme:

Teaching Scheme				Examination Scheme			
Credits				Component Weightage (%)			
				CCE		SEE	
L	T	P	Total	TH	PWE	TH	PWE
1	0	1	2	25	25	25	25

Programme Name	B.Sc.
Semester	III
Course Code	BS03SEZOO1
Course Title	Web Development and Design
Course Content Type (Th./Pr.)	Theory/Practical
Course Credit	2
Sessions+ Lab. Per Week	1+2*
Total Teaching/Lab. Hours	30 Hours
* 2 Laboratory = 1 Session	

Learning Objectives
1. This course would make students familiar with web programming concept.
2. Students can develop skill for web development

Prerequisites (if any)
Basic Understanding and Operating of Computer System

Learning Outcomes
On the Completion of this course, students will able to:

1. Comprehend the basics of web and mark-up language
2. Develop the web with the use of scripting language and style sheets.

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Detailed Contents

UNIT	TOPIC/SUB-TOPIC	TEACHING HOURS
I	**Introduction to WEB, HTML & Advance HTML 5** Basics of WWW, HTTP and HTTPS protocol: Request and Response, Web browser, Introduction to web server, Client Server architecture, Fundamentals of HTML, Basic Tags and Attributes, Formatting Tags, The list tags, Link tag, Adding image and sound, table, frame, forms HTML 5 Document structure (section, article, aside, header, footer, nav, dialog, figure), Attribute of HTML 5, web form (datetime, date, month, week, time, number, range, email, url), Audio, Video	15
II	**Java Script and CSS** Introduction to java script, variables, java script operators, conditional statements, loops, break and continue statements, dialog boxes, Array, UDF, Built-in function (String, math, date, array), Events (onclick, ondblclick, onmouseover, onmouseout, onkeypress, onkeyup, onblur, onfocus, onload, onchange, onsubmit, onreset), form validation. **Style sheets :** Need for CSS, introduction to CSS, basic syntax and structure, using CSS, background images, colors and properties, manipulating texts, using fonts, borders and boxes, margins, padding lists, positioning using CSS.	15

Text Book(s)

Reference Books

1. Internet for Every One by Leon
2. World Wide Web Design with HTML by C Xavier
3. Practical HTML 4.0 Lee Philips

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4. HTML in 10 steps or less by Laurie Ann Ulrich, Robert G.Fuller
5. JavaFX Script: Dynamic Java Scripting for Rich Internet/Client-Side Applications - APress

Web Resources

1. https://www.w3schools.com/html/
2. https://www.tutorialspoint.com/html/index.htm
3. https://www.javatpoint.com/html-tutorial
4. https://www.w3schools.com/js/
5. https://www.tutorialspoint.com/javascript/index.htm
6. https://www.javascripttutorial.net/
7. https://javascript.info/
8. https://www.javatpoint.com/javascript-tutorial

Required Software(s) (if any)

Practical(s) (if any)

Experiments to support the associated theory course

L:: Lecture, **T::** Tutorial , **P::**Practical

CCE:: Continuous and Comprehensive Evaluation

(CCE Theory includes Mid Semester Examination, Assignment, MCQ quizzes, Seminar, Reflective notes, class participation, case analysis and presentation, slip tests (announced/ surprised), attendance etc. or any combination of these)

PWE:: Practical Work Examination

(PWE includes Laboratory practical work, project work, viva simulation exercise work etc.)

SEE:: Semester End Evaluation