Course Description:
As a student in this course, you will learn the most important topics of HTML and XHTML. You will begin with an introduction to developing a Web page and a Web site, moving on to working with cascading style sheets and much more. No prior computer experience with these topics is assumed. After you are familiar with Web pages and Web sites, you will be presented with creating special effects using CSS and working with Web tables and forms. You will then learn about working with multimedia, designing a Web site using frames, working with XHTML. We wrap up the course with JavaScript and its role in programming.

Text/Materials:
Software: Windows—Microsoft Internet Explorer 7.0 or higher, Firefox 2.0 or higher, Opera 9.25 or higher, Safari 3.0 or higher; Macintosh—Safari 3.0 or higher, and a text editor must be installed on your computer. Note that the Instructor will provide information on how to use these packages.
Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

Teaching Methods:
1. Lectures: Important material from the text and outside sources will be covered in class. Students should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured outside material relevant to topics being covered.
2. Assignments: End of chapter activities and online activities will be assigned weekly to reinforce material in the text. These assignments may require the application of various software packages.
3. Quizzes: Occasional unannounced quizzes will be given to help ensure students stay up with assigned material.
4. Exams: Four exams will be given. The exams will be closed book/notes and will test assigned readings and material discussed in class. Review sheets will be provided prior to the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.
5. Participation: Student participation will be graded by the level of class participation and attendance.
Grading:

Total points will be computed as follows. The total points for quizzes, cases, and assignments may vary.
Exam #1: 150
Exam #2: 150
Exam #3: 150
Exam #4: 150
Assignments: 150
Project: 200
Participation: 50
Total: 1000 Points

Point System: 1000 total assigned points
A >= 900
B >= 800
C >= 700
D >= 600

Course Policies:
Missed Classes: The student is responsible for obtaining material distributed on class days when he/she was absent. This can be done through contacting a classmate who was present or by contacting the instructor during his office hours or other times. Missed or late quizzes can not be made up under any circumstances but with good cause and adequate notice, an early quiz may be given. One quiz (lowest score) will be dropped at the end of the semester.

Assignments: All assignments are due at the beginning of class on the date due. Late submission of assignments will be assessed a penalty of 10% per day. No exceptions are made.

Academic Dishonesty: Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and or expulsion from the University. For more information refer to the "Academic Dishonesty" policy in the University Undergraduate Catalog. For this class, it is permissible to assist classmates in general discussions of computing techniques. General advice and interaction are encouraged. Each person, however, must develop his or her own solutions to the assigned projects, assignments, and tasks. In other words, students may not "work together" on graded assignments.

Need for Assistance: If you have any condition, such as a physical or learning disability, which will make it difficult for you to carry out the work as I have outlined it, or which will require academic accommodations, please notify me as soon as possible.

Internet Support: Check the class Web page for additional information about applications covered, assignments, or to post a question about this course.

Incomplete Policy: Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.
## Course Outline

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<th>Topic</th>
<th>Material</th>
<th>Assignment</th>
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<td>Developing a Web Page</td>
<td>Tutorial 1</td>
<td>Review Assignments, Case Problem 1</td>
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<tr>
<td></td>
<td>Developing a Web Page</td>
<td>Tutorial 1</td>
<td>Case Problem 2, Case Problem 3</td>
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<td>2</td>
<td>Developing a Web Site</td>
<td>Tutorial 2</td>
<td>Case Problem 1, Case Problem 2</td>
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<td>Developing a Web Site</td>
<td>Tutorial 2</td>
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<td>3</td>
<td>Working with Cascading Style Sheets</td>
<td>Tutorial 3</td>
<td>Review Assignments, Case Problem 1</td>
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<td>Working with Cascading Style Sheets</td>
<td>Tutorial 3</td>
<td>Case Problem 3, Case Problem 4</td>
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<tr>
<td>4</td>
<td>Exam 1 (Tutorials 1-3)</td>
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<tr>
<td></td>
<td>Creating Special Effects with CSS</td>
<td>Tutorial 4</td>
<td>Case Problem 1, Case Problem 2</td>
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<td>5</td>
<td>Creating Special Effects with CSS</td>
<td>Tutorial 4</td>
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<td>Working with Web Tables</td>
<td>Tutorial 5</td>
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<td>Working with Web Tables</td>
<td>Tutorial 5</td>
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<td>Working with Web Forms</td>
<td>Tutorial 6</td>
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<td>Working with Web Forms</td>
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<td>Working with Multimedia</td>
<td>Tutorial 7</td>
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<td>Designing a Web Site with Frames</td>
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<td>Designing a Web Site with Frames</td>
<td>Tutorial 8</td>
<td>Case Problem 3, Case Problem 4</td>
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<td>Exam 3 (Tutorials 7-8)</td>
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<td>Working with XHTML</td>
<td>Tutorial 9</td>
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<td>Working with XHTML</td>
<td>Tutorial 9</td>
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<td>Programming with JavaScript</td>
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<td>12</td>
<td>Programming with JavaScript</td>
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<td>Case Problem 4, Reality Check</td>
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<td>Exam 4 (Tutorials 9-10)</td>
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