CS 53.11B Course Outline as of Fall 2015

CATALOG INFORMATION

Dept and Nbr: CS 53.11B Title: ADVANCED DREAMWEAVER Full Title: Advanced Dreamweaver Topics Last Reviewed: 10/5/2009

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	CIS 58.62C

Catalog Description:

An exploration of advanced topics in Dreamweaver with an emphasis on building dynamic web pages using Cascading Style Sheets (CSS), Spry (the Adobe implementation of Ajax) and other JavaScript frameworks, and the open source server-side technology PHP and MySQL databases.

Prerequisites/Corequisites: Course Completion of CIS 58.62B (or CIS 84.54B) OR Course Completion of CS 53.11A

Recommended Preparation: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:

Description: An exploration of advanced topics in Dreamweaver with an emphasis on building dynamic web pages using Cascading Style Sheets (CSS), Spry (the Adobe implementation of Ajax) and other JavaScript frameworks, and the open source server-side technology PHP and MySQL databases. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CIS 58.62B (or CIS 84.54B) OR Course Completion of CS 53.11A

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer	Effective:	Inactive:	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, students will be able to:

- 1. Review web page and content creation
- 2. Create web pages using built-in CSS layouts
- 3. Demonstrate the relationship between Asynchronous JavaScript and XML (AJAX) and Adobe's Spry
- 4. Build a web site navigation system with the Spry Menu Bar
- 5. Create special effects using Spry dynamic effects and components
- 6. Apply parameters to Spry behaviors and AJAX
- 7. Build a form and validate its input using Spry validation behaviors
- 8. Implement the fundamental concepts and use of Hypertext Preprocessor (PHP) in various scenarios
- 9. Process form data by using PHP
- 10. Accelerate workflow by using PHP

11. Create a means to gain feedback from clients by implementing Adobe's InContext Editing features

12. Implement a MySQL database in various situations using the fundamental concepts of databases

- 13. Create MySQL databases
- 14. Store records in a MySQL database
- 15. Validate database input and user authentication

16. Display live Real Simple Syndication (RSS) feeds and Extensible Markup Language (XML)

by using Extensible Stylesheet Langauge Transformation (XSLT)

17. Display Hypertext Markup Language (HTML) and XML data in a table by using Spry datasets

Topics and Scope:

- 1. Define a site and create web pages within that site definition
- 2. Using built-in CSS layouts
 a. Create and modify style rules for a web page
 b. Compare and contrast embedded versus external rules
- 3. Examine open-source AJAX technologies and survey Adobe's Spry AJAX tools
- 4. Examine the structure of a Spry Menu Bar and customize its appearance
- 5. Use Spry dynamic effects
 - a. Explore the available effects
 - b. Apply various effects the a web page
 - c. Explore and embed a variety of panel widgets to a web page
- 6. Apply parameters to Spry behaviors and AJAX
 - a. Change default Spry behaviors
 - b. Download and use additional behaviors available online
- 7. Build a feedback form and validate its content with Spry validation tools
- 8. Understand what PHP is for
 - a. Implement PHP to display content
 - b. Use PHP to perform mathematical calculations
 - c. USE PHP to perform loops
- 9. Learn how to create PHP driven forms
 - a. Activate PHP forms
 - b. Sending email with PHP
 - c. Blocking unwanted messages with PHP
- 10. Create and modify PHP includes
- 11. Use templates to accelerate web page development and edit its content with InContext Editing
- 12. Introduce MySQL
- 13. Store records in a MySQL database
 - a. Create MySQL databases
 - b. Insert, retrieve, update, and delete data in MySQL databases
- 14. Validate database input
 - a. Connect to databases
 - b. Add server-sided validation
 - c. Register and authenticate users
- 15. Explore the use of XML and XSLT is current server and client-sided scenarios
- 16. Use Spry datasets
 - a. Create Spry data sets from HTML
 - b. Switching data sets dynamically
 - c. Filtering data sets
- 17. Review dynamically driven web pages and build a final project utilizing these technologies

Assignment:

- 1. Develop and create a minimum four-page web site using Dreamweaver
- 2. Define a site and create basic web pages with HTML only
- 3. Use built-in CSS layouts to create an HTML page that uses CSS styles

4. Create and modify a web page that uses Spry dynamic effects, panel widgets, and validation tools

- 5. Implement PHP to display content and to perform various functions
- 6. Create a template and add editable regions for site-wide use
- 7. Read minimum of 20 pages weekly from text and instructor handouts
- 8. Create a MySQL database and modify its properties.
- 9. Connect to databases and validate input with a combination of client and server-sided

behaviors

- 10. Create a user registration system
- 11. Use XML and XSLT to create an RSS feed
- 12. Create a Spry data sets from HTML
- 13. Present and critique in class web pages created
- 14. Two to five exams on textbook and lecture material

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class presentations and interaction; production of a database driven website

Exams: All forms of formal testing, other than skill performance exams.

Midterm and/or final exam; quizzes: multiple choice, true/false

Other: Includes any assessment tools that do not logically fit into the above categories.

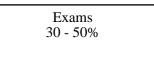
None

Representative Textbooks and Materials:

Dreamweaver CS4 with CSS, Ajax, and PHP by Powers, David. Apress Publishers: 2009

Writing 0 - 0%	
Problem solving 20 - 40%	

Skill	Dem	onst	rations
	20 -	40%)



Other Category	
0 - 0%	