CIS 58.62B Course Outline as of Summer 2008

CATALOG INFORMATION

Dept and Nbr: CIS 58.62B Title: DREAMWEAVER, INTER
Full Title: Dreamweaver, Intermediate
Last Reviewed: 7/22/2002

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00 Total Student Learning Hours: 76.00

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 84.54B

Catalog Description:
An Intermediate hands on course that focuses on using Macromedia Dreamweaver to create professional websites. The emphasis will be on learning the intermediate skills of the Dreamweaver program, such as tracing, cascading style sheets, templates, libraries, frames, forms, and behaviors.

Prerequisites/Corequisites:
Course Completion or Current Enrollment in CIS 58.62A (or CIS 84.54A)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: This course emphasizes learning the intermediate skills of the Dreamweaver program, such as tracing, cascading style sheets, templates, libraries, frames, forms, and behaviors. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion or Current Enrollment in CIS 58.62A (or CIS 84.54A)

Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2001	Inactive:	Spring 2011
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
The students will:
1. Apply intermediate functions of Dreamweaver and HTML to build and manage a web site.
2. Plan and manage web sites with Dreamweaver using Cascading Style Sheets, tracing, templates, libraries, frames, forms, and behaviors.
3. Analyze an existing web site; improve functioning and form by including cascading style sheets.
4. Critique the use of intermediate Dreamweaver features in another's web site.

Topics and Scope:

1. Briefly review the Dreamweaver interface
   a. The Object Palette
   b. The Properties Inspector
   c. The Launcher and Mini-Launcher
   d. The Document Window
   e. Preferences
   f. External Editors
   g. Preset Window Sizes
2. Layout
   a. Applying a Tracing Image
   b. Tracing Images, Background Colors, and Images
   c. Converting Layers to Tables
   d. Converting Tables to Layers
   e. Using Margin Tags Basics of defining the site
3. Cascading Style Sheets

   a. Redefining HTML Styles with Style Sheets
   b. Defining a Custom Class
   c. Using Selectors to Group Tags
   d. Affecting Links with Selectors
   e. Linking to a Style Sheet
   f. From CSS to HTML Linking and HTML source
4. Templates/Libraries
   a. Templates in Action
   b. Creating a New Template
   c. Modifying a Template
   d. Library Items in Action
   e. Creating a Library Item
   f. Modifying a Library ItemTables
5. Frames
   a. Frames: A Love-or-Hate Proposition
   b. Saving Your First Frameset
   c. Coloring Frames
   d. Links and Targets
   e. Adding a Background Image
   f. Seamless Background Across Two Frames
   g. Frames Objects Palette
6. Rollover
   a. Creating a Simple Rollover
   b. Animated Rollovers
   c. Creating Pointer Rollovers
   d. Creating Multiple-Event Rollovers
   e. Inserting a Navigation Bar Rollover
7. Forms
   a. Form Objects
   b. Working with Form Objects
   c. Creating a Form
   d. Creating a Jump Menu
8. DHTML
   a. Dragging Layers
   b. Using a Timeline for Animation
   c. Play, Stop, and Reset the Timeline
9. Behaviors
   a. Creating a Check Browser Behavior
   b. Creating a Set Text of Status Bar Behavior
   c. Creating a Set Text of Text Field Behavior
   d. Opening a New Browser Window
   e. Installing the Extension Manager
   f. Inserting ImageReady Text

Assignment:

1. Plan, design, and manage a site using the Macromedia's Dreamweaver.
2. Complete each chapter assignment from the book.
3. Submit web site to class for review.
4. Quiz each week, final on last day.

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.	Writing 0 - 0%

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

Homework problems	Problem solving 40 - 60%

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

Use of intermediate functions to enhance web sites	Skill Demonstrations 10 - 20%

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

Multiple choice, True/false, Weekly quizzes	Exams 30 - 50%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Dreamweaver 3 H.O.T. Hands-On Training, by Lynda Weinman and Garo Green - Peachpit Press 2000